Advanced
Dungeons&Dragons®

of
SHIPS
and the
sea

by Keith Francis Strohm

of
SHIPS
and the
sea

Nautical Adventuring

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Nautical Adventuring

Whenever I find myself growing grim about the mouth; whenever it is a damp, drizzly November in my soul; whenever I find myself involuntarily pausing before coffin warehouses, and bringing up the rear of every funeral I meet; and especially whenever my hypos get such an upper hand of me, that it requires a strong moral principle to prevent myself from deliberately stepping into the street, and methodically knocking people's hats off—then I account it high time to get to sea as soon as I can.

—Herman Melville, *Moby Dick*

"To get to sea." As far back as the dawn of recorded time, humanity has experienced this primal impulse. The wave-tossed surface of the ocean promises mystery; it pulls relentlessly at some inner chord. Scientists tell us that life sprang from the sea. Perhaps this explains our fascination with all things nautical—it is a kind of homecoming, a returning to the source.

Whatever the reason, sea travel holds an important place in our history, mythology, and literature. Historically, mankind has sailed the seas for adventure, exploration, and the less noble goal of conquest—including war, colonization, and exploitation. Sailing, then, represents a kind of victory—the triumph of intellect over matter. It also offers challenges, hardships, and the possibility of death.

The human imagination responds to these stimuli. Jason and his journey on the *Argos*, Odysseus' wave-tossed wanderings at the angry hand of Poseidon, and the work of writers such as Jack London, Lovecraft, Melville, and H.G. Wells all demonstrate the excitement, terror, and adventure generated by tales of the sea and the mighty heroes who sail upon it.

Nautical adventures and campaigns, then, are one way that Dungeon Masters can excite and inspire their players. The promise of exploration and adventure on the high seas offers players new ways to experience their characters and the fantasy setting around them. After all, what could be more stimulating than traveling in a world where the phrase "Here there be Dragons" hastily scribbled on the edge of an old sea-dog's map signals a very real danger.

Ships

This is the ship of pearl, which, poets feign,
  Sails the unshadowed main,
  The venturous bark that flings
On the sweet summer wind its purpled wings
In gulfs enchanted, where the Siren sings,
  And coral reefs lie bare,
Where the cold sea-maids rise to sun their streaming hair.

—Oliver Wendell Holmes, *The Chambered Nautilus*

Before the development of steam engines, railroads, and electricity, seagoing vessels offered the most reliable means of transport. These ships carried trade between nations, facilitated communication and diplomacy, and opened up new areas of the world to exploration and conquest.

As the durability and seaworthiness of such craft increased, so did their importance to society. By the 17th century, a country's naval power dictated its position in the European geopolitical arena—thus the success of such nautical nations as Spain, Portugal, and England.

The struggle for naval supremacy makes an exciting backdrop for a fantasy campaign. As most fantasy worlds exhibit a technological level roughly equivalent to that of a medieval society, Dungeon Masters can easily design adventures where their players' characters act as agents of a powerful noble or king interested in building a naval fleet for exploration and conquest.

In addition, the inclusion of naval transport allows a Dungeon Master to expand the limits of his campaign world by designing new and unexplored regions. Rather than adventure in dungeons, player characters can travel to long-forgotten islands and mysterious continents.

An understanding of ships and sailing vessels is essential, however, for Dungeon Masters who wish to present convincing and engaging nautical campaigns or adventures. This chapter details the ships most commonly used in the AD&D* game—including game statistics useful in combat—and provides a glossary of nautical terms. Dungeon Masters can use this glossary to add flavor to their seagoing adventures.

Types of Ships

Since the building of the earliest seagoing vessels, mankind has developed a wide variety of sailing ships. From simple canoes and rafts to the triple-masted

splendor of the Mediterranean galleass and English galleon of the 16th century, the history of sailing has been one of ever increasing complexity.

As mentioned earlier, however, most fantasy settings possess medieval technology. *Of Ships and the Sea* reflects this by limiting its scope to those ships most commonly found from antiquity to the late medieval period.

The AD&D game divides ships into three types: inlanders, coasters, and seafarers. A variety of ships exists within these categories—each with its own strengths and weaknesses. DMs can find details of each ship in the listings below. In addition, **Table 1: Ships** and **Table 2: Ship Characteristics** (both found at the end of this chapter) list game information for each vessel. Note that the individual ships described here actually represent general information that applies to many similar types of vessels. For example, the description for a skiff also covers rowboats, long boats, and dinghies.

Dungeon Mastery Tips: A Note On Ship Design

Despite a gradual improvement in shipbuilding techniques, shipwrights face a difficult choice: whether to build a ship for speed or for stability. Because a ship's *beam*, or maximum width (see glossary), affects its overall speed, vessels capable of fast movement must possess a thin, streamlined shape.

A trim ship does, in fact, move at greater speeds than its heavier and wider counterparts. But it is considerably more prone to capsizing, as larger beams promote greater overall stability. Dungeon Masters should keep this in mind when designing their own ships or converting historical ships for game use.

Coasters

Ships in this category do not possess sufficient cargo space or crew quarters to support extended voyages. As a result, these vessels must remain in sight of land, or, in the case of auxiliary boats such as skiffs, their primary (mother) ship.

Furthermore, these ships cannot withstand the powerful and unpredictable forces of the open ocean. Only the most accomplished sailor (or the biggest fool) would dare to take these ships out to sea.

Some coasters do, however, function well along rivers and on lakes.

Canoe

Many canoes are simply hollowed-out logs, softened by charring or immersion in boiling water. The pliable wood allows the canoe's builder to force the sides apart to create a broad cross-section. Other canoes consist of lightweight frames covered with hides, bark, or other pliable materials. Canoes range in size from 6 feet to as long as 80 feet; the average canoe, however, runs about 10 feet from bow to stern.

The canoe is an extremely versatile craft used in coastal waters and on rivers and lakes. Because of their relatively narrow beams, canoes do not possess the stability necessary for open sea voyages. The average canoe carries 2 people and up to 500 pounds of equipment. The canoe's crew capacity increases by one and its cargo capacity by 50 pounds for every five feet of its length beyond the average 10 feet. Thus, a 20 foot canoe can support a crew of four and a cargo of 600 pounds.

Cargo Ship

This ship, also called a round ship, hugs the coastline as it carries its trade goods. The cargo ship is 60 to 70 feet long and 25 feet wide. It has two masts and triangular sails. Cargo ships are not very fast, but they can carry approximately 100 tons of cargo and 20 to 30 crewmen. In the interest of profit, however, most merchants limit their crews to the bare minimum. These ships also possess a small sterncastle that provides limited shelter from the worst of weather conditions.

Curragh

The curragh is a primitive vessel made from thick hides stretched over a wood-and-wicker frame. The curragh sports a single mast with square sail; however, this craft primarily travels by the use of oars. The vessel is normally 20 feet long and holds no more than 6 to 8 crewmen and 5 tons of equipment. The curragh is not exceptionally seaworthy and stays well within sight of shore.

Dromond

This ship is the largest of the galleys used by the Byzantines as coastal runners. The dromond is extremely long (between 130 and 175 feet) and slender, with a beam of only 15 feet. In addition, the craft sports two masts with triangular sails—although its real power stems from a double row of 25 oars on either side of the ship.

Dromonds can carry a respectable amount of cargo (between 70 and 100 tons) and a crew of about 200 men. During times of war, these ships can carry an extra 100 warriors, and castles can be added fore, aft, and amidships to act as firing platforms for the additional troops. The dromond also possesses a sharp ram.

All in all, dromonds prove very fast and powerful vessels. Unfortunately, their slender designs render them susceptible to capsizing in rough weather. For this reason, dromonds usually sail in sight of shore and beach at night.

Fishing Boat

Used mostly by the rustic folk of coastal villages and towns, fishing boats represent the most common type of ship encountered near civilized areas.

Fishing boats come in a variety of forms, though all share a basic design. The average fishing boat runs 30 feet from bow to stern and possesses a beam of approximately six feet. In addition, most fishing boats possess a single, small mast for sailing.

These craft are fairly stable. A skilled sailor could take a fishing boat out for a short sea voyage, as the ship can hold up to 1,000 pounds of cargo and features a small covered area in the bow for shelter. However, the dangers involved in such a pursuit usually keep the fishing boat close to shore.

Great Galley

Used during the late middle ages, this ship is an improved version of the dromond. The great galley runs about 130 feet long and 20 feet wide. Most of its power stems from 140 oars. However, three masts supplement the great galley's speed and maneuverability, making the ship useful in trade and deadly in war.

This vessel can carry a crew of 150 men and a maximum cargo of 150 tons. When used as a warship, the great galley carries an additional 150 men and possesses a powerful ram.

Drakkar

The drakkar, or dragonship, is the largest of the Viking longships. Built primarily for war, the drakkar carries a normal crew of between 60 and 80 men, with additional space for up to 160 warriors. Though it possesses a single mast, the drakkar's main power comes from its oars— each manned by a single crewmember.

Due to its great length (the ship stretches about 100 feet) the drakkar is not particularly seaworthy. In fact, the dragonship often stays close to shore where it can restock its supplies easily.

Knarr

The knarr is a small, Scandinavian cargo ship that ranges 50 to 75 feet long and 15 to 20 feet wide. This vessel sports a single mast with square sail. In times of poor wind, however, the knarr's crew can row from the bow and stern to add additional power.

The vessel holds between 6 and 12 crewmen and carries a maximum cargo of 50 tons. Unlike other cargo ships, the knarr can make open sea voyages. In addition, its flat bottom makes it very useful along rivers and estuaries.

Pentekonter

The pentekonter is perhaps the most interesting and effective of all Phoenician ships used between 1100 and 800 B.C. The ship itself is a type of bireme, or galley with two banks of oars. The ship features outriggers attached to the hull. The hollow outriggers add stability while allowing for a second bank of oars on the level below the raised deck.

The pentekonter is approximately 60 feet long and carries a crew of about 60. The mast stands amidships and sports a large square sail. In battle, 50 additional warriors can easily stand upon the raised deck to fire arrows at hostile ships. Furthermore, the pentekonter carries a sharp-pointed ram that rests just below the surface of the water. This ram can inflict great damage upon enemy vessels.

Skiff

These fairly small craft function primarily as workboats on larger vessels and in harbors. Most skiffs are about 16 feet long and 5 feet wide. They hold crews of four and about 500 pounds of equipment.

Being narrow, skiffs prove slightly unstable. Although capable of short sea voyages, the absence of crew quarters on a skiff, as well as its tendency to capsize or swamp in rough weather, makes any such voyage dangerous.

Trireme

The trireme is a 135-foot-long Greek galley with three banks of oars. The ship possesses a single mast (which can be lowered in time of battle), a detachable ram, and two stern rudders. The trireme holds a crew of about 170 men—although an additional 30 warriors easily fit into the ship during battle.

Although extremely seaworthy, the trireme possesses little space for supplies. Thus, the ship must remain near shore to restock.

Seafarers

These ships possess sufficient cargo space and stability for long sea voyages. Nevertheless, most seafaring craft remain fairly close to shore, as the unpredictable forces of nature can damage or destroy any vessel.

Seafarers work well when used in inland seas, such as the Black Sea or the Mediterranean Sea, and for shorter open-ocean voyages.

Caravel

The caravel is a two or three-masted ship used in the late medieval/early renaissance period. Structurally, this vessel is the precursor to the English galleon and represents the most advanced nautical technology available in most fantasy settings.

The caravel runs 70 feet long and 20 feet wide, boasting multi-level castles in the fore and aft sections of the ship. It can carry a crew of 30 to 40 men and hold up to 200 tons of cargo. Of all seagoing vessels, the caravel proves the safest and most reliable for extended sea voyages.

Cog

This vessel is an improved version of the cargo ship. It has a single mast supporting a square sail. The ship ranges between 75 and 90 feet from bow to stern and has a beam of about 20 feet. A crew of about 20 men can fit comfortably in this vessel. A cog also has considerable cargo capacity—about 150 tons. In addition, it has a single deck with amply-sized fore and stern castles—useful for shelter as well as defense.

This ship's stability and cargo space make it one of the most versatile craft in a medieval setting.

Longship

This is the standard craft used by the Vikings. The average longship ranges 50 to 75 feet from bow to stern, with a beam of approximately 22 feet. Each side of the vessel contains 20 to 25 oars; a single mast with a square sail stands in the center of the vessel.

Longships can carry a crew of 40 to 50 and an additional 120 to 150 men (usually warriors). Although these ships can carry cargo, their relatively small capacity (only 50 tons) limits their effectiveness in trade.

Because of their sail, oars, and overall design, longships prove fairly seaworthy. In fact, the Vikings often used these ships to cross oceans and invade other nations.

Outrigger

These vessels are nothing more than canoes with streamlined floats joined parallel to the hull of the ship for added stability. Some versions of the outrigger possess one float, while others have two. Single-float outriggers lack the seaworthiness of their double-float cousins, but are somewhat faster, as the dual float design adds drag to the craft.

Outriggers average a length of 30 feet and a beam of 16 feet—although larger outriggers, consisting of several canoes connected by a rectangular platform, can be as much as 80 feet wide. Average-sized outriggers can hold a crew of about 6 people, plus 500 pounds of additional cargo. The largest of these craft can easily hold up to 20 crew and almost 5 tons of cargo. All outriggers possess a single mast. In the event of poor weather, however, sailors can use paddles to move the craft.

Outriggers are fairly seaworthy, yet simple to build. The longer versions can easily make a transoceanic voyage.

Sohar

The sohar is a middle-eastern merchant ship. The 90-foot ship possesses three masts, a small forecastle, and crew quarters for 20 people. In addition, the sohar can hold up to 100 tons of cargo and supplies—more than enough to cover an extended sea voyage.

The sohar's stability, maneuverability, and movement rate make it an ideal vessel for trade or war. Adventurers will certainly encounter these ships in Arabian cultures and areas of heavy trade.

Inlanders

These ships travel primarily on inland waterways such as rivers, lakes, and harbors. Inlanders are not exceptionally seaworthy, though skilled sailors can make limited trips with them on larger waterways.

Barge

These craft have boxy hulls ranging in size from 10 to 50 feet long. Barges can carry 4 tons of cargo for every 10 feet of length. Thus, a 50 foot barge can carry a maximum of 20 tons. Because of its simple construction, the barge is not exceptionally seaworthy and is useful only in calm waters.

Merchants use these craft in harbors for the transportation of goods from vessel to vessel. Sailors lash the cargo onto the barge with rope, then paddle or pole the craft to their destination.

Enterprising merchants also use barges to ferry goods and people across deep rivers (for a price, of course).

RAFT

OUTRIGGER

KEELBOAT

CARGO SHIP

BARGE

RAFT

CURRAGH

CANOE

KNARR

RAKKER

PENTEKONTER

TRIREME

FISHING BOAT

DROMOND

GREAT GALLEY

SOHAR

COG

ARAB
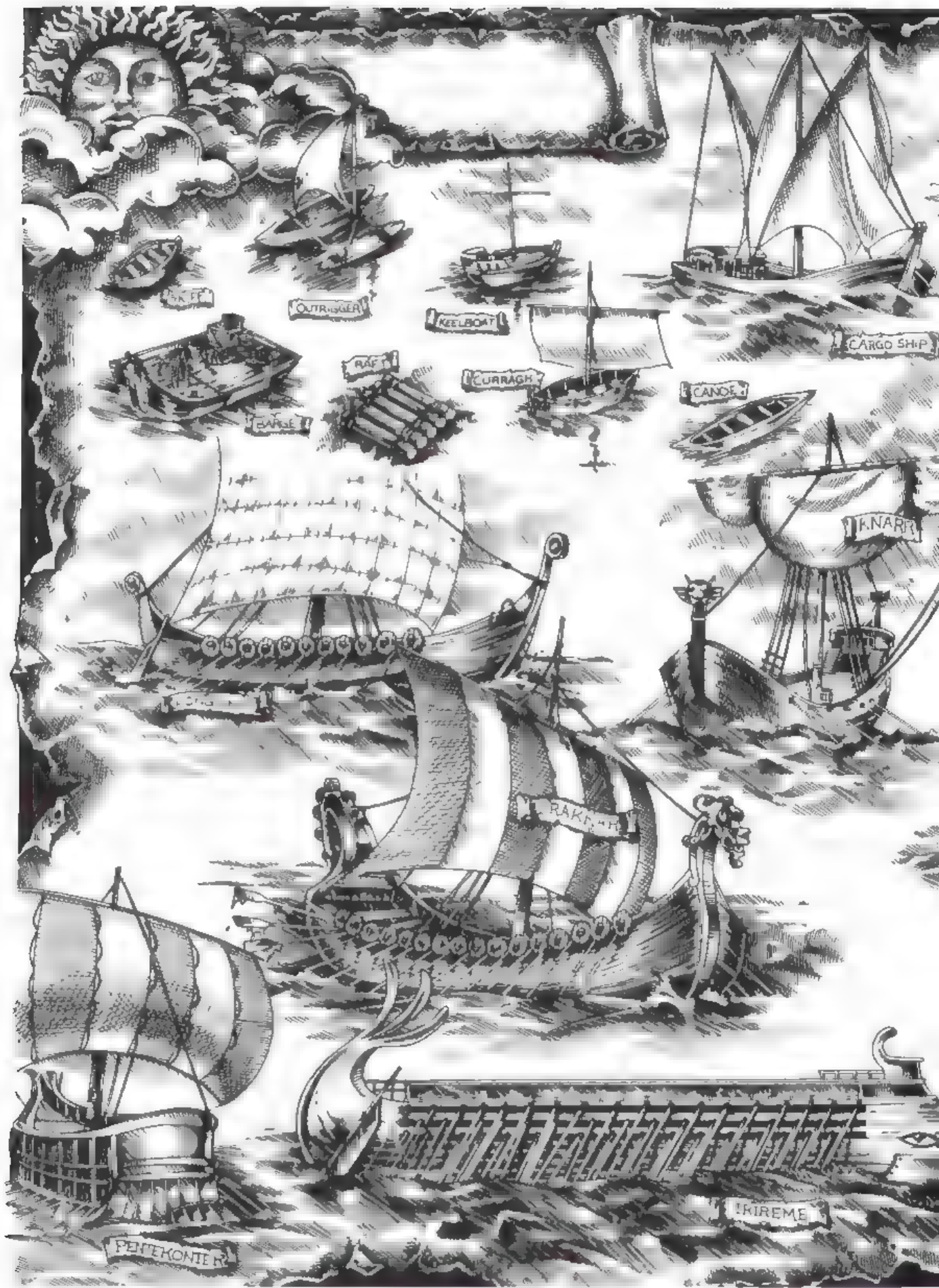
Keelboat

The keelboat is a small riverboat designed to carry passengers along river routes. Keelboats are generally 20 feet long, with a 6-foot beam. They can carry about six passengers and their equipment, as well as one crewman.

Raft

A raft is a simple craft constructed from logs lashed together to make a floating platform. This vessel often serves as a river ferry, as it can easily travel with the current. Rafts can range anywhere from 5 feet to 40 feet These vessels can hold 3 tons for every 10 feet in length. Thus, a 40 foot raft could carry 12 tons of cargo.

Nautical Glossary

The following glossary will familiarize Dungeon Masters with the basic terminology involved in sailing and naval combat. A working knowledge of such terms is necessary, as they are essential to many of the rules found within this book. In addition, the correct use of these terms by the DM during a campaign or adventure adds to the level of realism and excitement experienced by players.

Aft: The rearward direction or portion of a ship.

Ballast: Weight carried in the bottom of a ship to improve stability.

Bow: The front of a ship.

Bowsprit: A long pole projecting from the bow of a ship

Capstan: A mechanical winch used for handling ropes.

Draft: The minimum depth of water necessary to float a ship

Fleet: An organized force of ships.

Freeboard: The height of a ship's side above the water.

Heel: The action of tilting over to one side.

Keel: The wooden backbone of a ship

Knots: The measure of a ship's speed in nautical miles per hour. One nautical mile is equal to 6,080 feet. A ship traveling at three knots is moving three nautical miles an hour.

Lanteen Sail: A triangular sail which hangs from a single yard.

Mast: A large vertical pole which supports the sail yard.

Rigging: The ropes which support and move the sails.

Rudder: The steering mechanism for ships.

Running: Sailing with the wind

Square Sail: A rectangular sail hung from a single yard.

Stern: The back of a ship.

Sweeps: Large oars requiring two or more men to operate.

Tacking: Changing a ship's course by angling into the wind

Yard: The horizontal pole on which the sail is hung.

Ship Particulars

Table 1 and Table 2 detail the characteristics of every ship found in the AD&D game. The statistics given represent the most common versions of these vessels. Individual variation can occur at the DM's discretion. Thus, player characters can encounter a longship with less cargo capacity but greater speed than that listed on the table. Certain vessels—as noted on the next page—possess variable statistics based on their overall length.

Table 1: Ships

	Draft	Length	Beam	Cost	Building Time
Barge[1]	5 feet	20 feet	10 feet	500 gp	1 week
Canoe[2]	½ foot	10 feet	5 feet	30 gp	3 days
Caravel	5 feet	70 feet	20 feet	30 000 gp	5 months
Cargo Ship	4 feet	70 feet	25 feet	12,000 gp	3 months
Cog	4 ½ feet	90 feet	20 feet	20,000 gp	4 months
Curragh	1 foot	20 feet	5 feet	60 gp	1 week
Drakkar	2 feet	100 feet	15 feet	25,000 gp	2 months
Dromond	4 feet	175 feet	15 feet	20 000 gp	4 months
Fishing Boat	1 foot	30 feet	6 feet	350 gp	3 weeks
Great Galley	4 ½ feet	130 feet	20 feet	25,000gp	4 months
Keelboat	1 foot	20 feet	6 feet	250 gp	2 weeks
Knarr	2 feet	75 feet	15 feet	6,000 gp	1 month
Longship	2 feet	75 feet	15 feet	15,000 gp	1 month
Manta*	10 feet	200 feet	75 feet	5,000 gp	2 weeks
Outrigger[3]	½ foot	30 feet	16 feet	75 gp	1 week
Pentekonter	2 feet	60 feet	15 feet	20,000 gp	3 months
Raft[4]	5 feet	10 feet	10 feet	50 gp	1 week
Skiff	1 foot	16 feet	5 feet	100 gp	1 week
Sohar	4 feet	90 feet	25 feet	17,000 gp	4 months
Trireme	3 feet	135 feet	15 feet	20,000 gp	4 months

1 These statistics represent the standard barge Increase the vessel s beam by 5 feet its cost by 25 gp, and its building time by 1 day for every 10 feet of the barge above the standard length Reduce the vessel s beam, cost, and building time by a like amount for every 10 feet of the barge below the standard length.

2 These statistics represent the standard canoe Increase the vessel s cost by 10 gp and its building time by 1 day for every 5 feet of the canoe above the standard length Reduce the cost and building time by a like amount for every 5 feet of the canoe below the standard length.

3 These statistics represent the standard outrigger Increase the vessel s beam by 4 feet its cost by 25 gp, and its building time by 2 days for every 10 feet of outrigger above the standard length Reduce the vessel s beam, cost, and building time by a like amount for every 10 feet of outrigger below the standard length.

4 These statistics represent the standard raft Increase the vessel's beam by 10 feet, its cost by 10 gp and its building time by 1 day for every 10 feet of the raft above the standard length Reduce the vessel s beam, cost, and building time by a like amount for every 10 feet of the raft below the standard length.

* A manta is a sahuagin-built war raft. See *The Sea Devils* for details.

Notes to Table 1

The table shows each vessel's physical characteristics.

Draft: is the minimum depth of water necessary to float a vessel A ship with a 3-foot draft requires at least 3 feet of water in which to float, it would run aground in water less than 3 feet deep

Length: represents the overall size of the vessel from bow to stern.

Beam: is a measurement of a vessel's width at its most extreme point A ship with a 15-foot beam measures 15 feet across at its widest point

Cost: represents the total amount of money required to buy a ship or requisition the necessary skilled labor and materials to build a ship.

Building Time: is the total amount of time required to build a ship from start to finish, assuming that the necessary materials, labor, and facilities are available

Notes to Table 2

The table shows characteristics for using each vessel in play

Movement Rate: details the speeds of individual ships in tens of yards per melee round For example, a Canoe (movement rate of 6) travels at a pace of 60 yards per round **Chapter 2: Nautical Travel** fully examines the intricacies of ship movement.

The numbers separated by slashes represent the speeds of vessels equipped with both sails and oars. The first number represents the vessel's movement under both sails and oars. The second number indicates the vessel's movement under sails only, and the third number shows the vessel's movement under oars only For example, a great galley moving under both sails and oars has a movement rate of 18. The same ship slows to a movement rate of 6 when powered only by sails, or a rate of 12 under oars only

Table 2: Ship Characteristics

	Move	Seaw.	Pursuit	Manv.	Size	Crew	Pass.	Cargo
Barge[1]	3	6	1d6+1	1d3	M-VL	4/3/2	2	8 tons
Canoe[2]	6	10	1d6+2	1d6+6	S-M	2/1/1	—	500 pounds
Caravel	12	18	1d6+4	1d6+1	L	40/20/10	20	200 tons
Cargo Ship	6	12	1d6+2	1d6	L	30/10/5	10	100 tons
Cog	9	17	1d6+3	1d6	L	20/8/4	5	150 tons
Curragh[3]	6/3/3	10	1d6+2	1d6+4/1d6+5	S	8/6/4	—	5 tons
Drakkar[3]	15/3/12	12	1d6+5	1d6+3/1d6+4	L	80/60/20	160	
Dromond[4]	18/6/12	8	1d6+6	1d6+1/1d6+2	VL	200/85/31	—	100 tons
Fishing Boat	6	14	1d6+2	1d6+2	M	2/1/1	5	1,000 pounds
Great Galley[5]	18/6/12	9	1d6+6	1d6+2/1d6+3	VL	150/95/41		150 tons
Keelboat*	6	8	1d6+2	1d6+1	S	1/1/1	6	500 lbs
Knarr[6]	12/6/6	16	1d6+4	1d6+1/1d6+2	L	12/8/6	8	50 tons
Longship[3]	15/3/12	16	1d6+5	1d6+3/1d6+4	L	50/40/16	150	10 tons
Manta*	18	18	1d6+6	1d6+4	VL	400/200/100	200	—
Outrigger[7]	6/3/3	14	1d6+2	1d6+3/1d6+4	M	6/3/1		500 pounds
Pentekonter[8]	18/6/12	8	1d6+6	1d6+4/1d6+5	L	85/42/31		10 tons
Raft[9]	3	6	1d6+1	1d3	S-M	1/1/1	—	3 tons
Skiff	6	10	1d6+2	1d6+5	S	4/1/1	—	500 lbs
Sohar	15	15	1d6+5	1d6+2	L	20/8/4	—	100 tons
Trireme[10]	21/6/15	8	1d6+7	1d6+2/1d6+3	VL	170/120/71	—	—

1 Increase cargo capacity by 4 tons, crew capacity by 2, and passenger capacity by 1 for every 10 feet above the standard length. A 30-foot barge could carry 12 tons of cargo and 6 crew. Decrease cargo and crew capacity by a like amount for every 10 feet below the standard length.

2 Increase cargo capacity by 50 pounds and crew capacity by 1 person for every 5 feet above the standard length. A 25-foot canoe could carry 5 crewmen and 650 pounds of cargo.

3 All of the crew aboard a curragh, drakkar, or longship row.

4 A dromond's crew includes 190 rowers. 80 rowers constitute a skeleton crew and the minimum number of rowers is 30. Dromonds can carry an additional 100 warriors instead of cargo. These passengers are tightly packed and do not have any quarters. They can, however, fully participate in missile combat and boarding actions (see Chapter 4).

5 The great galley's crew includes 140 rowers. 90 rowers constitute a skeleton crew and the minimum number of rowers is 40. Great galleys can carry 150 warriors instead of cargo. These passengers are tightly packed and do not have any quarters. They can, however, fully participate in missile combat and boarding actions (see Chapter 4).

6 A knarr's crew includes 8 rowers, 6 rowers constitute a skeleton crew and the minimum number of rowers is 4.

7 Increase cargo capacity by 100 pounds and crew capacity by 2 people for every 10 feet above the standard length. A 50-foot outrigger could carry 600 pounds of cargo and 10 crew. Decrease the outrigger's cargo and crew capacity by a like amount for every 10 feet of the vessel below the standard length. Furthermore, decrease the vessel's seaworthiness rating by 1 point for every 10 feet below the standard length. A 20-foot outrigger could carry only 400 pounds of cargo and 4 crewmen. In addition, its seaworthiness rating would drop to 13.

8 The pentekonter crew includes 60 rowers. 40 rowers constitute a skeleton crew and the minimum number of rowers is 20. Pentekonters can carry 50 warriors instead of cargo. These passengers are tightly packed and do not have any quarters. They can, however, fully participate in missile combat and boarding actions (see Chapter 4).

9 Increase the vessel's cargo capacity by 3 tons and its crew capacity by one person for every 10 feet of the raft above the standard length.

10 The trireme's crew includes 160 rowers. 100 rowers constitute a skeleton crew and the minimum number of rowers is 70. Triremes can carry an additional 30 warriors. These passengers are tightly packed and do not have any quarters. They can, however, fully participate in missile combat and boarding actions (see Chapter 4). In spite of its lack of cargo capacity, a trireme can carry artillery (see page 43). For each ton of cargo the trireme would normally have to devote to its artillery, reduce the vessel's capacity to carry extra warriors by one. Triremes cannot mount large artillery pieces, they cannot mount weapons requiring more than 15 units of deck space each. A trireme's total artillery armament cannot require more than 30 tons worth of cargo space.

* A manta is a sahuagin-built war raft. See *The Sea Devils* for details.

Seaworthiness: represents the stability and durability of a vessel. The higher the number, the more reliable the vessel is in adverse conditions (see Seaworthiness Checks in **Chapter 2: Nautical Travel** for more details).

Pursuit: represents the ship's ability to use its speed to catch or avoid enemy ships. A ship's pursuit rating comes into play during the **Maneuvering Phase** of ship-to-ship combat when the distance between the ships is large enough that subtle maneuvers have little meaning. A vessel's pursuit rating is equal to 1d6 plus one third of its current movment rating. The entry on the table shows only the vessel's typical pursuit value

Maneuverability: represents the overall maneuverability of each ship. This statistic comes into play during the **Maneuvering Phase** of nautical combat (detailed in **Chapter 4: Nautical Combat**) when the opposing ships are fairly close together.

Vessels possessing both sails and oars have two Maneuverability ratings. The first (lower) number represents the craft's maneuverability when moving under sail, even if oars are also employed. The second number represents the vessel's maneuverability when using only oars.

Size: indicates the overall length and tonnage of each vessel according to the following progression: Small equals 5-19 feet long, Medium equals 20-59 feet long, Large equals 60-100 feet long, and Very Large equals 100+ feet long.

Crew: represents the number of sailors and rowers on board a particular vessel. The first number in this column represents the maximum number of crew members a ship can support, as well as the total number of crew members that can work on a vessel without getting in each other's way. Thus, up to 60 crewmen can work on a Pentekonter at one time. Note that ships with room for marines can substitute additional crewmen for those. These extra crewmen cannot help operate the ship; however, they can relieve tired or wounded members of the active crew, thereby providing a core of fresh sailors during a long voyage or deadly combat.

A maximum crew complement includes the ship's captain and one officer per 10 sailors or 20 rowers. For example, a caravel's crew complement consists of 40 sailors, plus a captain and four other officers.

The second number in this column represents the average number of crewmen needed to operate the vessel.

The third number indicates the absolute minimum number of crewmen required to operate this vessel. If a ship has less than this number of crew on board, it is effectively crippled.

Operating with less than the average number of crewmen, but at least the minimum (hereafter called a skeleton crew) needed to run the ship presents several obstacles. First, ships manned by skeleton crews cannot attempt to increase their movement rate (see Chapter 2) as can other ships with full crew complements. Second, such ships move at only two thirds of their normal

movement rates. (Thus, a cog operating with a skeleton crew would have a movement rate of 6 instead of its usual 9.) Third, ships with skeleton crews suffer a –2 penalty on all Seaworthiness checks and a –2 penalty to maneuverability and pursuit dice rolls in combat (see Chapter 4), but the ship's rating can never fall below 1d6 while it has at least a skeleton crew.

In a non-combat situation, a skeleton crew can avoid the movement rate reduction and the Seaworthiness penalty by making a successful morale check. The morale check represents the crewmembers' ability to work harder and longer to make up for the personnel shortage. A successful morale check does *not* enable a ship with a skeleton crew to increase speed Likewise, verve is no substitute for a full crew in combat, when every hand is needed for one task or another—a ship going into combat with a skeleton crew *always* suffers movement and maneuverability penalties. A crew can attempt the morale check once a day and its effects last the whole day.

Each time crew members attempt to avoid skeleton crew penalties, their morale rating drops by one regardless of the attempt's success or failure. The reduction represents exhaustion and persists until the ship reaches port or anchors. A crew's morale improves one point per full day of rest. Once a crew's morale rating reaches its normal level, further rest brings no more improvements.

If a ship's crew ever falls below the minimum required, the ship's movement rating falls to 3—the vessel mostly drifts with the wind and current. In combat, the ship cannot make pursuit rolls (effectively it always rolls a one). The ship's maneuverability rating falls to 1d4, and the ship cannot attempt to ram, board, or evade.

Passengers: indicates the total number of extra personnel (people not involved in actually operating the ship) a ship can carry. If a ship carries marines (see page 65), they occupy passenger space.

Cargo Capacity: represents the total amount of carrying capacity for each ship. Ships usually possess some sort of cargo hold to protect their goods—though many vessels store cargo inside stern and fore castles, or simply lashed to their decks. By reducing the amount of cargo, ships can increase their passenger or crew capacities, or both. As a general rule, ships can substitute one passenger for every 1 ton of reduction.

Thus, if a great galley emptied its hold (capable of storing 150 tons), it could take on 150 more passengers. Note that these passengers would not have any sort of quarters. In fact, they would be crammed uncomfortably in the ship's hold, living in makeshift barracks. Because of the limited space on board a ship, these extra passengers cannot survive extended voyages and cannot fully participate in boarding actions or with combat. On the other hand, being in the hold, these passengers are protected from the ravages of combat.
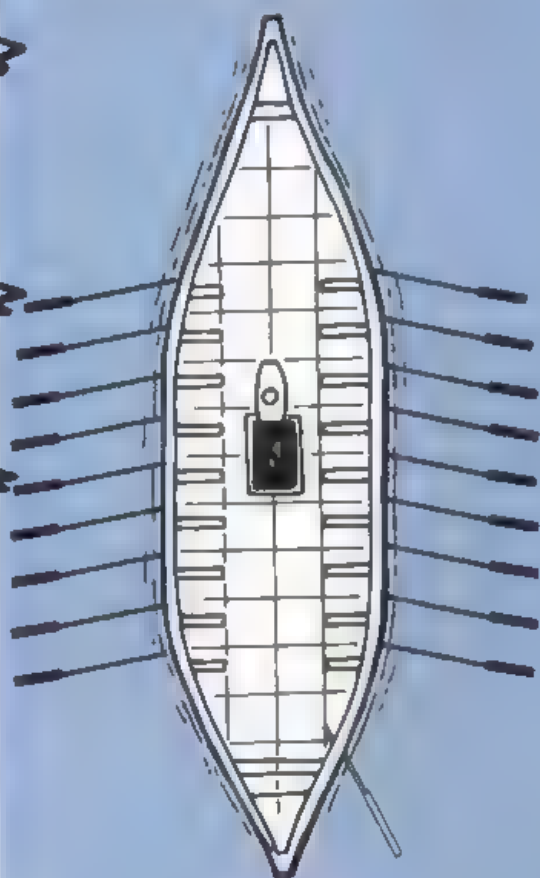
Longship
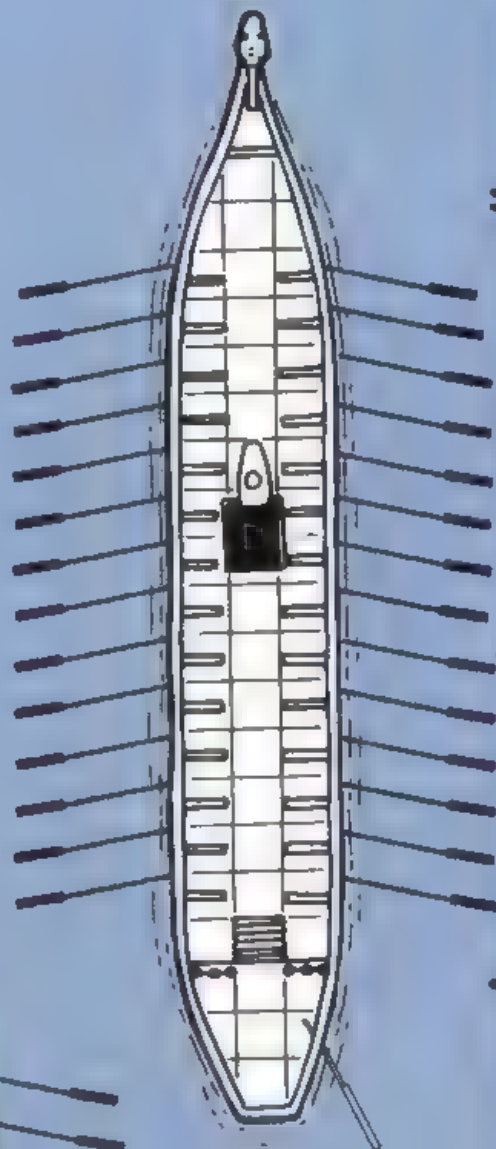
Drakkar
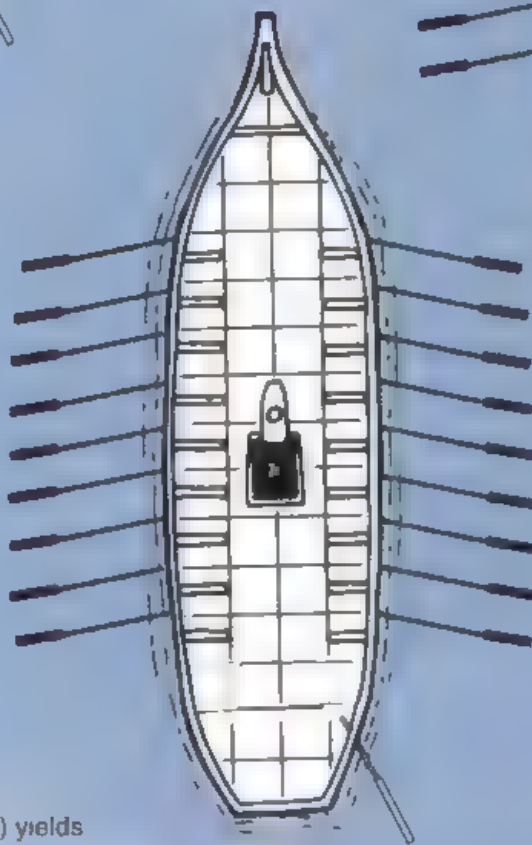
Knarr

Scale

1 square equals five feet
An enlargement of 4 x (400%) yields
1-inch squares for use with 25mm figures
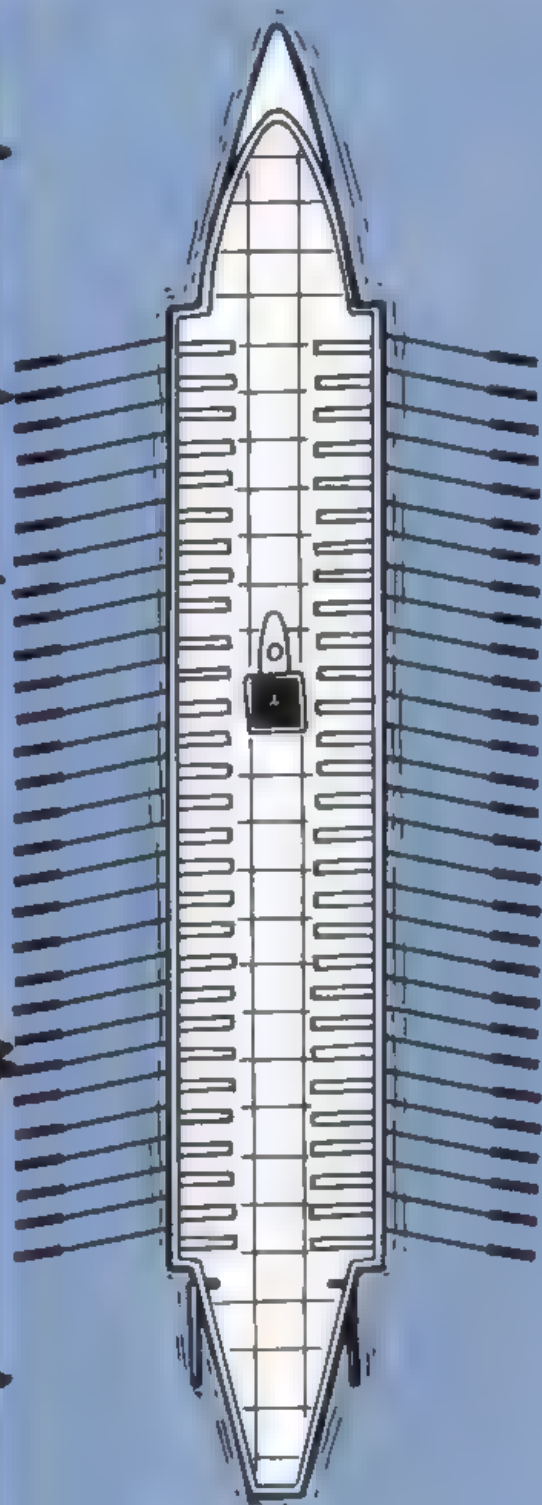
Trireme
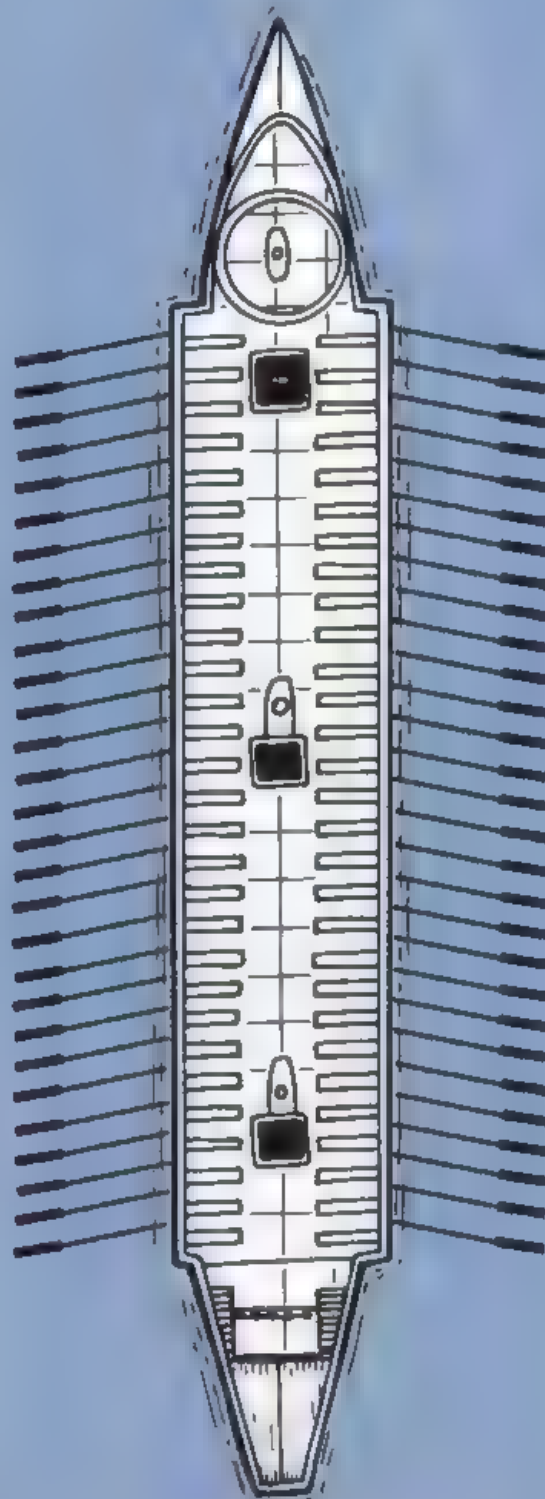
Great Galley

Scale
1 square equals five feet
An enlargement of 4 x (400%) yields
1-inch squares for use with 25mm figures
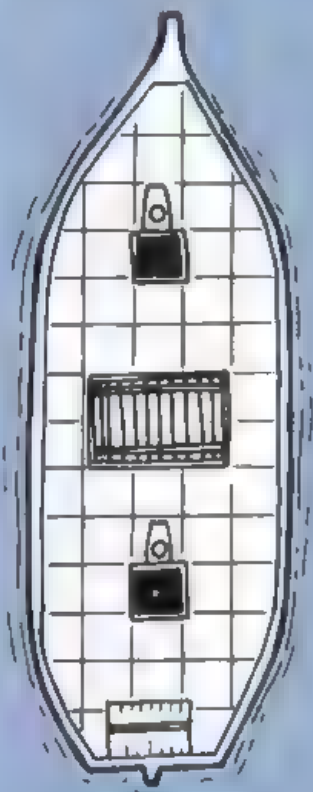
Cargo Ship

Dromond

Pentekonter
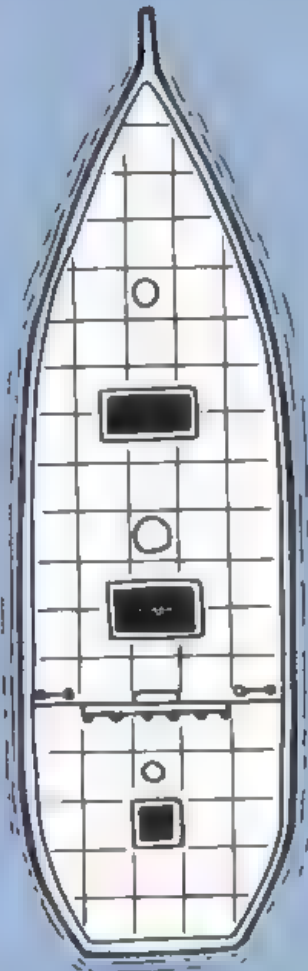
Sohar
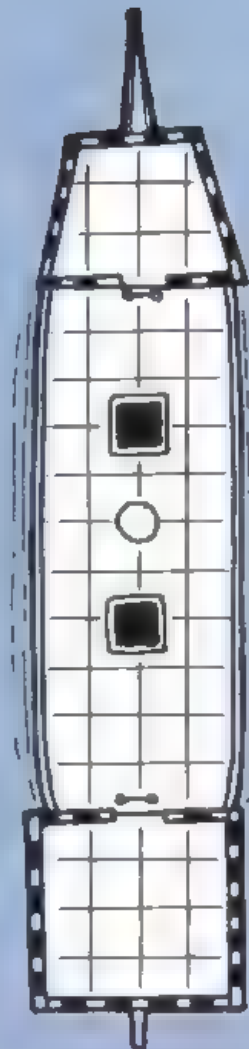
Cog
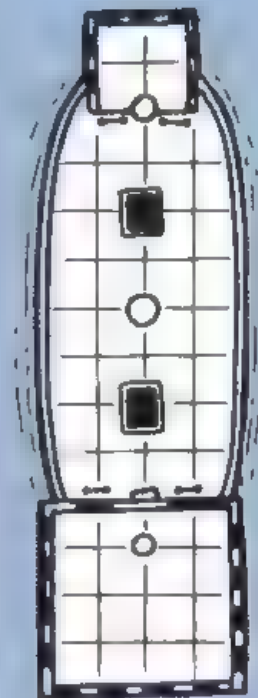
Caravel

Scale
1 square equals five feet
An enlargement of 4 x (400%) yields
1-inch squares for use with 25mm figures
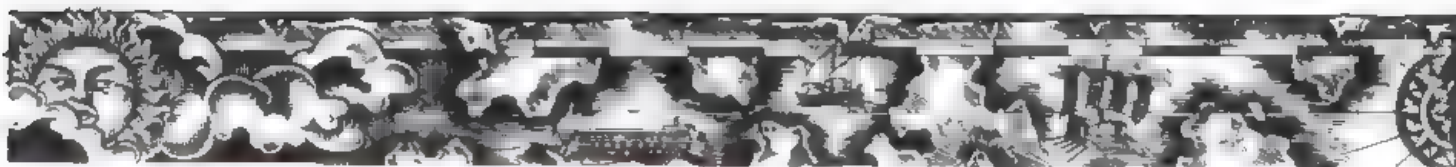
Nautical Travel

Swiftly, swiftly flew the ship
Yet she sailed softly too:
Sweetly, sweetly blew the breeze—
On me alone it blew.

—Samuel Taylor Coleridge, "The Rime of the Ancient Mariner"

Movement

Ships generally move by means of oars (rowing) or sails. At its simplest, rowing requires the expenditure of physical energy—although the coordination of multiple rowers, such as those found on a bireme or trireme, requires the attention of a skilled oarsmaster Sailing, on the other hand, demands a keen understanding of winds and oceanic conditions, as well as a practiced hand in performing nautical maneuvers designed to maximize the effects of prevailing winds.

Table 2: Ship Characteristics details the rowing and sailing movement rates of all the ships currently available in the AD&D game. These rates appear in tens of yards per round, just like overland movement rates. Thus, a ship with a rowing movement rate of 9 moves 90 yards or 270 feet per round. Likewise, a ship with a sailing movement rate of 18 moves 180 yards or 540 feet per round.

Other factors—especially wind strength—can affect a ship's movement rate. See the Weather Conditions section in this chapter for details.

Rowing

As mentioned earlier, rowing a ship with a multitude of oarlocks, such as a bireme or trireme, requires a great deal of skill and coordination from all involved—especially the oarsmaster. Contrary to popular belief, slaves were not put to work rowing large war ships, as they did not possess the necessary skills or zeal. In fact, rowers were highly trained specialists.

Daily Movement: In the AD&D game, a full day of travel is about ten hours. Dungeon Masters can easily determine the total distance an oar-powered ship travels in a single day by multiplying the ship's movement rate by 2. Thus, a Pentekonter—whose movement rate is 18—can travel a total of 36 (18×2=36) miles in a single day.

Occasionally, oar-powered vessels require additional speed. In such a case, it falls to the oarsmaster or ship's captain to coax, cajole, and otherwise inspire his crew to greater speed. The ship's captain or oarsmaster must roll a 12 or better on 1d20 to get the extra speed. A successful Seamanship proficiency check grants a +3 bonus to the roll. If the roll is successful, the vessel's movement rate increases by one third for five rounds. Failure indicates that the officer cannot inspire his rowers to keep such a fast pace. A ship's officers can attempt to increase speed only once every five rounds

For example, Lambrecht—the captain of the royal pentekonter Clandestine—spots another pentekonter flying a pirate flag. Alarmed, he attempts to spur his rowers on to greater speed. The DM checks Lambrecht's Seamanship proficiency (it's 14) and rolls a 12, granting him a +3 bonus on his 1d20 roll to inspire his rowers. The captain rolls only a 10, which rises to a 13 thanks to the bonus. Lambrecht succeeds and the Clandestine travels at a movement rate of 24 (18+3=6+18=24) for the next 5 rounds

Rowers can keep such a backbreaking pace for a maximum of three turns. After this period, the exhausted rowers must rest for a number of rounds equal to twice the amount of time spent doubling their pace. Ships with resting rowers can only move at one third of their normal rate.

Once clear of the pirates, Lambrecht allows his rowers a bit of a rest. These tired oarsmen must rest for one turn (twice the amount of time they spent doubling their pace) During this time, the Clandestine's maximum movement rate is 6 (18+3=6). Lambrecht hopes the pirates have given up the chase.

In addition to increasing his ship's speed, an oarsmaster or captain can inspire his rowers to work harder and longer, thereby increasing the maximum distance covered in a single day. Once again, the captain or oarsmaster must roll a 12 or better on 1d20, and a successful Seamanship proficiency check (with a –2 penalty) grants a +3 bonus to the roll. Success indicates that the ship's daily movement increases by one third. Once pushed to this limit, however, a ship's complement of rowers must rest for at least 12 hours before they can row again. If the check fails, none of the ship's officers can attempt to increase daily movement again until the next day.

For example, Lambrecht wishes to reach the port of Brython by nightfall—a distance of 45 miles. Since his pentekonter's maximum daily movement is only 36 miles (18×2=36), he
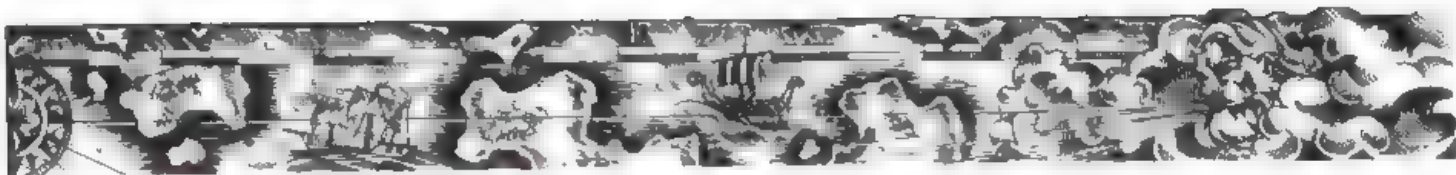
realizes that he must push his crew. Once again, Lambrecht succeeds with his dice rolls. Because of his curses, threats, cajoling, and other inspirational techniques, the pentekonter can travel a total distance of 48 miles (36+3=12+36=48). Thus, the Clandestine successfully docks in Brython and Lambrecht receives a bonus for his timeliness.

Rowing Through the Night: Oceangoing vessels powered by oars, such as longships, will occasionally find it necessary to move by rowing far from land, where beaching the ship for the night proves impossible. In these cases, the ship's daily movement rate in miles remains twice its speed, as the rowers must pace themselves (working less hard than usual) to keep the ship constantly moving.

Moving Under Oars and Sails: Any ship moving under sails (even if it has rowers to help) counts as a sailing ship. Wind strength modifies its base movement (see **Table 3: Sailing Movement and Winds**). Such a ship's daily movement rate in miles equals three times its adjusted movement rate (see sailing).

Rowing Small Craft

In the course of nautical adventuring, PCs may find themselves required to row a small vessel—such as a fishing boat or skiff. Characters can row for a number of hours equal to one-half their Constitution scores rounded up. Thus, an adventurer with a Constitution of 15 could row a ship for eight hours.

Characters wishing to exert themselves beyond their normal endurance levels must make a Constitution check. Success indicates that the PC in question can row for an additional hour. However, characters lose one Constitution point for every extra hour of rowing, thereby making it more difficult to continue with the exertion. Unconsciousness results if a character's Constitution score drops to 0. Lost Constitution points return at a rate of one per full hour of rest.

For example, Schendar the fighter—whose Constitution is 16—can row for 8 hours. If he wishes to row for an additional hour (his ninth consecutive hour of rowing), Schendar must make a Constitution check. He rolls a 13 and succeeds. Thus, the hardy fighter can continue rowing for another hour. However, Schendar's Constitution drops to 15 after the additional hour, as the strain of continued rowing affects his body. If he wants to row for yet another hour, the fighter would have to roll a 15 or lower on a d20.

Additionally, a character can increase his boat's rowed movement rate by making a Strength check. Success indicates that the character in question has increased his boat's movement by one third. Thus, a character traveling in a canoe (movement rate of 6) could make a successful Strength check and move at a rate of 8 (6+3=2+6=8). The character must make a Strength check every five rounds to see if he can sustain the increased pace. Once the character fails a check, he cannot attempt to increase his speed again until he has rested. The absolute maximum amount of time for sustaining such a pace is three turns.

Once an adventurer has stopped increasing his movement rate (whether by failing a Strength check, reaching the maximum time limit, or making the choice to stop) he must rest for a number of rounds equal to twice the amount of time spent exerting himself. Thus, a character who spent two turns increasing his movement rate must rest for a total of four turns. Unlike professional rowers, PCs cannot row at all until they have fully rested.

Sailing

Sailing vessels use the natural force generated by winds to move, so they are somewhat at the mercy of the prevailing wind. A strong wind can greatly speed a long journey, or make even the shortest jaunt a slow and dangerous affair, depending on the wind's direction relative to the course desired.

Table 3: Sailing Movement and Winds details the influence of winds on sailing vessel movement rates. To use the table, simply cross reference the line that corresponds to the strength of the prevailing winds with the ship's course relative to the wind. Dungeon Masters can determine wind strength by consulting **Table 4: Wind Strength**
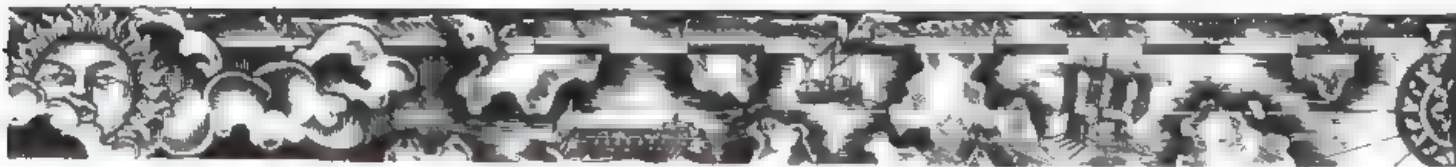
Table 3: Sailing Movement and Winds

Wind	Movement Rate Modification	
Light		
	Into	−½
	With	+½
	Across	—
Moderate		
	Into	−⅓
	With	+⅔
	Across	+⅓
Strong		
	Into	NM
	With	Double
	Across	+⅔
Gale/Storm*		
	Into	½*
	With	Double
	Across	+⅔

* See the Wind Strength section for special movement rules that apply during gales and storms.

Movement Rate Modifications: These refer to the bonuses or penalties applied to the base sailing movement rate

The abbreviation *NM* stands for No Movement; ships have an effective movement rate of 0 if they attempt to sail into a Strong wind. A — indicates that the ship moves at its base rate

For example, a cog (movement rate of 9) sailing across a strong wind would have two thirds its base movement rate added to its overall movement rate, for a combined rate of 15 (9÷3=3 , 3×2=6, 6+9=15).

A sailing ship's captain or helmsman can increase a ship's base speed through superior seamanship just as officers aboard oared ships can (see page 20) The bonus movement is one third of the ship's base movement rate, which the DM adds to the ship's speed after any adjustments for wind speed and direction. The speed increase lasts 10 minutes. If the attempt fails, the officers cannot try it again for 10 minutes. If the captain of the cog in the previous example also successfully inspired his crew to greater speed, the cog's adjusted movement rate would be 18 (9÷3=3+15=18). Sailing at high speed does not exhaust sailors as it does rowers, but the officer must repeat the Seamanship check every 10 minutes to see if the ship and crew can maintain the faster pace. (Even a subtle change in wind or sea condition can rob the ship of the extra speed.) A ship with both oars and sails can benefit from only one speed increase through crew handling, but

the officers can try to gain the bonus through both means; that is if a ship's officers fail to inspire their rowers, they can try to inspire their sailors instead.

Daily Movement: Sailing ships have a far greater daily movement rate than rowed vessels, as the former can travel a full 24 hours without stopping. To determine a sailing vessel's maximum daily movement rate, the DM should multiply the ship's normal movement rate (including modifiers for wind and weather conditions) by 3. Thus, a ship with a movement rate of 12 can travel a total of 36 (12×3=36) miles in a single day.

If a ship anchors from dusk to dawn rather than sailing through the night, multiply its base movement rate by 2 to determine its maximum daily movement rate. Thus, the maximum daily movement of a cog (movement of 9) becomes 18 miles (9×2=18) instead of 27 miles. Note that sailing through the night requires a skilled navigator equipped with some reliable means of checking the ship's course, such as a compass. If the DM decides such means aren't available, ships must always remain in sight of land and must anchor each night, otherwise, the vessel becomes lost at sea.

Anchoring for the night often proves wise even if a ship's crew has the knowledge and equipment to handle an overnight voyage. Some hazards that are easily spotted in daylight, such as shoals, sand bars, and reefs, become all but invisible at night.

No matter how long the ship sails, its officers can attempt to increase its daily movement rate through superior seamanship, just as officers aboard oared ships can.

Wind Strength

To determine the strength of the prevailing wind, the Dungeon Master rolls 2d6 and consults **Table 4: Wind Strength** on the first day of a voyage This table enables the DM to assign the winds a strength category (*moderate, strong, storm*). After the first day's check, the DM should consult the Next Day column to find the appropriate die roll for the check. He should use this die roll every day for 1d4 days. After that, the DM begins the whole wind check process over again.

For example, a DM makes a wind strength check on the first day of his adventuring group's sea voyage and rolls a 10. The party sails on a strong wind for the first day. According to Table 4, the next day's check calls for a 1d6+6 roll. The DM then determines how long this die roll range is in effect by rolling a d4. A roll of 2 indicates that he uses the 1d6+6 die range for 2 days before starting the whole process over again

Table 4: Wind Strength

Die Roll	Wind Strength	First Day	Next Day
2	Calm	2d6	1d4+1
3	Calm	2d6	1d6+1
4	Light	2d6	2d4
5	Light	2d6	2d4
6	Light	2d6	2d6
7	Moderate	2d6	2d6
8	Moderate	2d6	3d4
9	Strong	2d6	3d4
10	Strong	2d6	1d6+6
11	Gale	2d6	1d6+6*
12	Storm	2d6	2d6*

* In the case of gales and storms, do not check the wind strength the next day, but after the tempest blows itself out (in 1d4 days).

Calms: Sailing ships have a movement rate of 0 in a calm. Some of these ships—such as the knarr and pentekonter—possess oars, which allow them to move at a reduced rate (see **Table 2: Ship Characteristics**) when there is no wind. These ships are subject to the rowing rules described above when using their oars as the primary means of locomotion.

Gales: These fierce winds blow for 1d4 days. They force ships to make Seaworthiness checks each day (see the Shipwreck section of this chapter). Ships trying to move across a gale or storm are blown off course. To determine the ship's actual movement each day, move it along its intended course at its adjusted daily movement rate, then move the ship an equal distance in the direction of the gale. A successful Seamanship proficiency check by a ship's captain or helmsman reduces the distance a gale-tossed ship travels off course by one third.

A ship turned into a gale or storm actually moves backwards at one third of its base movement rate. Note that if the captain or helmsman makes a successful Seamanship check, the ship's daily gale movement becomes zero if the ship turns into the wind

For example, a gale blowing from the east would push a cog sailing north 45 miles (base movement rate of 9 +⅔ for moving across a strong wind equals 15, which the DM triples to find the daily movement rate).

The gale-tossed cog would only travel 30 miles off course if its captain makes a successful Seamanship proficiency check.

Storms: These fearsome winds force ships to make Seaworthiness checks each day with a –3 penalty (see the Shipwreck section of this chapter for more details). Like gales, storms alter a ship's course. Because of their unbridled ferocity, however, storms do not allow any Seamanship checks to reduce total movement.

Wind Direction

For simplicity's sake, the AD&D game assumes that the wind always blows from one of the four cardinal points of the compass. The wind maintains its direction 1d4 days before the DM must check it again, using **Table 5: Wind Direction**. This is, of course, a simplification designed to make running seafaring adventures easier. In actuality, sea winds blow from any direction and may change direction often.

DMs should note that wind direction is always the direction *from which the wind is blowing*. Thus, an easterly wind comes from the east and blows toward the west.

Table 5: Wind Direction

2d6	Spring/Summer	Fall/Winter
2	East	South
3	East	South
4	South	East
5	South	East
6	South	North
7	West	North
8	West	North
9	West	West
10	North	West
11	North	West
12	East	South

Vision

Because of the wide variety in ship size, certain ships are easier to see across a watery expanse. **Table 6: Visibility Ranges** details the range at which certain objects can be seen. This table corresponds directly to the one found in Chapter 13: Vision and Light in the *Player's Handbook* and refers specifically to people and man-sized objects. All ranges are given in yards.
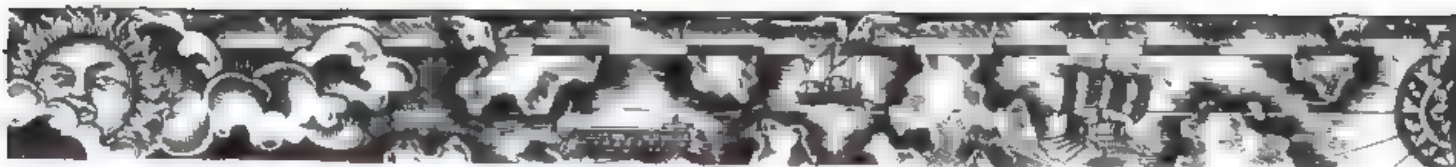
Table 6: Visibility Ranges

Condition	Mvm	Spotted	Type	ID	Detail
Clear sky	2,000	1,500	500	100	10
Fog, dense	10	10	5	5	5
Fog, light	500	200	100	30	10
Fog, moderate	100	50	25	15	10
Mist, light rain	1,000	500	250	30	10
Night, full moon	200	100	30	10	5
Night, moonless	100	50	10	5	3
Twilight	500	300	150	30	10

Movement (Mvm) indicates the maximum distance at which a moving figure or object can be seen. The observer notes only that something is moving and whether it rests on the surface or moves through the air Ships under sail or oar power are considered moving objects.

Spotted is the maximum distance a moving or stationary figure can be seen. Drifting objects are considered stationary for purposes of visibility. General characteristics such as size and the presence of sails become apparent at this range.

Type gives the maximum distance at which the general details of a figure can be seen—species, race, weapons, vessel type, etc.

ID range enables exact identification—including a vessel's crew complement.

Detail range means small actions can be seen clearly.

Each vessel in the AD&D game has a size category, which influences the ranges given above. Those ships in the Medium category double the ranges on **Table 6**. Large ships triple the ranges, and Very Large ships quadruple the ranges.

Geographical features such as islands or continental shores become visible at four times the listed range if fairly flat. Hills or cliffs become visible at five times the listed range. Very tall cliffs or low mountains become visible at six times the listed range Extremely large geographical features, such as continental mountain ranges, remain visible for hundreds of miles on clear days.

All of the foregoing assumes that the viewer stands at roughly sea level. A viewer perched in a crow's nest can see roughly twice as far as one on a ship's deck. A viewer flying at more than twice mast height can see about three times as far as a viewer on the deck.

None of these multipliers apply to the *Detail* category. Height multipliers do not apply to the *ID* category, but size multipliers do. Thus, someone standing on a ship's deck can recognize a cog (Large ship) on a *clear* day at 1,500 (500×3) yards. The same viewer could note the cog at a range of 3,000 yards if he stood in a crow's nest. However, both viewers would have to come within 100 yards to note anything about the cog's armament or crew. Small details (such as the condition of the cog's sails) would become visible to both viewers at a range of 10 yards.

Shipwrecks

Despite every precaution, death at sea is a real possibility. Even the most carefully constructed vessels cannot always withstand the awesome fury of the sea and the capricious might of prevailing weather.

Seaworthiness Checks

Every ship in the AD&D game possesses a Seaworthiness rating between 1 and 20. This rating demonstrates the relative stability of a vessel in the face of dangerous weather and ocean conditions. The higher the Seaworthiness rating, the more stable and robust the vessel. DMs can find Seaworthiness ratings for all ships on Table 2.

To make a Seaworthiness check, the DM simply rolls a 20-sided die and compares the result with the ship's rating. If the roll is greater than the Seaworthiness value, the ship either founders or grounds, depending on its location

Foundering

Any vessel caught within the dangerous force of a storm or gale can founder; make one Seaworthiness check each day the storm or gale lasts (a storm imposes a –3 penalty to a Seaworthiness check). A ship that fails its Seaworthiness check sinks after 1d10 hours. If the vessel possesses any smaller craft (such as a skiff) the crew has a chance of escaping. However, these boats must also make Seaworthiness checks while subjected to the storm or gale.

A roll of 20 on a storm-induced Seaworthiness check indicates that the vessel in question has capsized. The ship sinks immediately and escape by boat is impossible. All crew and passengers must make successful saving throws vs. death magic or be trapped in the wreck and killed. If the saving throw succeeds, a survivor must still attempt to swim. See the Swimming rules found in the Movement chapter of the *Player's Handbook*.

Grounding

Grounding occurs when a ship enters coastal waters in a fog, storm, or gale. A failed Seaworthiness check indicates that the vessel has run aground. Should a ship ground on a marshy coast, sandy shoal, or otherwise soft coastal area, the crew can repair and refloat it after 1d6 days of work, though repairs are not possible until the storm or gale blows out. The jury-rigged ship, however, makes all future Seaworthiness checks with a –3 penalty until properly repaired at a shipyard.

Ships that ground on rocky coastline or coral reefs sink within 1d3 hours. A natural roll of 20 on a Seaworthiness check indicates that the ship in question splinters and sinks immediately on the jagged rocks of the coastline. Survivors must attempt to swim to shore using the Swimming rules found in the Movement section of the *Player's Handbook*.

Dungeon Mastery Tips: Handling Shipwrecks

Nautical travel often proves hazardous. Monstrous sea creatures and other dangers (such as pirates, violent storms, and jagged reefs) can destroy even the strongest of vessels. During a nautical campaign or adventure, it is quite possible that the PCs' ship will suffer such a fate. It falls to the Dungeon Master to make sure these occurrences do not derail the campaign. Treated the right way, shipwrecks are doorways into new and unexplored territory—not an ignominious end for the PCs, as the following notes show:

• **Shipwrecks as plot devices:** This is the simplest method for dealing with shipwrecks. The Dungeon Master simply avoids destroying the PCs' ship unless it furthers the plot. This could mean fudging some die rolls during play or even ignoring the dice altogether. When the time comes for the PCs' vessel to sink, however, the DM should accomplish this in an exciting way—making it the focal point of an entire night's gameplay. Again, the DM may need to fudge die rolls (this time in the villain's favor) to move the story along. This technique requires subtlety, as players rarely enjoy being forced into a particular course of action or situation.

• **Shipwrecks as Transition:** Some DMs allow chance a freer hand in their campaigns. In these cases, a few unlucky die rolls may doom the PCs and their vessel. In such cases, the Dungeon Master needs to think quickly. Don't let random occurrences spoil the adventure. The destruction of the PCs' vessel is an opportunity for the DM to switch the focus of the campaign.

If the PCs' ship founders near land, the characters can wash up on the shore of a desolate island or isolated coast. Such an area offers the possibility of exploration and adventure. Perhaps the area has a vast system of undersea caves housing long-lost treasure. Traversing such cavern complexes can spark several evenings of gameplay and add spice to the campaign. On the other hand, a community of humans or humanoids could call the area home, or perhaps two tribes or nations are at war. The DM could then design several adventures in which the PCs have a chance to influence the conflict.

If the PCs sink in the open sea, they can begin a series of underwater adventures (see the second half of this book for more information on running undersea campaigns). A group of sea elves could rescue the PCs before they drown, bringing them down to their undersea realm and enlisting their aid against the sahuagin or some other suitable undersea antagonist. Likewise, the sahuagin or locathah could capture the PCs. Adventures would then revolve around the PCs attempting to escape from the clutches of these evil undersea creatures.

• **Surviving a Shipwreck:** The key to using shipwrecks to begin new adventures is to give player characters reasonable chances to survive. If the wreck occurs near some kind of land, the party can simply swim and trust to luck. Otherwise, a DM can devise any number of ways to keep the party afloat, at least for a short time. For example, even in real life ships don't sink without leaving some floating wreckage behind. Of course, the PCs might have to swim a bit to reach objects large enough to support them. Various sea creatures, from dolphins to mermen to the sea elves mentioned earlier, might arrive at the scene to help out, and there's always the possibility that another ship might happen along.

To ensure that players retain their fear of shipwrecks, it is a good idea to make sure the party does not emerge unscathed. Perhaps a hungry shark or three stops by for a snack. Don't forget the destructive effects of seawater on the party's equipment—especially anything made from paper. (The section on spell component saving throws in Chapter 7 could prove helpful here.) There's also the chance that a character swimming for his life might just drop something. Anything not actually strapped to the character could be lost; pouches and packs might open, spilling their contents. To simulate this kind of event, allow each character to designate one item per three character levels as something he definitely holds onto; for example, a 10th level character could automatically hold onto three items of his choice. Then roll 1d20 for each remaining magical item or piece of important equipment. On a roll of 12 or better, the character keeps the item, otherwise it sinks out of sight. Recovering items lost in this manner could be an adventure in itself.
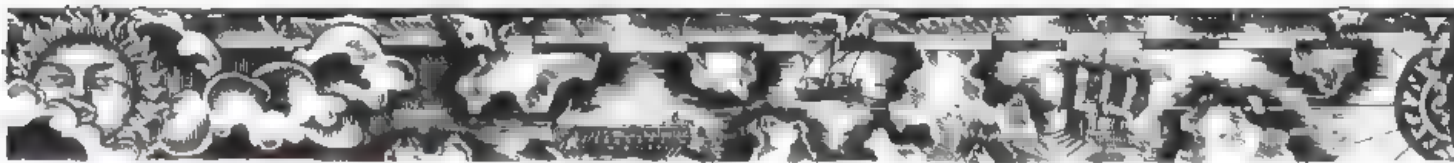
Nautical Encounters

However, if sail you must, take my advice: never trust all you possess on board of a ship. Leave the greater part at home, and freight your vessels with the lesser part only. For I say again it's a terrible thing to perish at sea

—Hesiod, *Works and Days*

Historically, early sea travel often ended in tragedy, and only the bravest or most desperate of men ever chanced the "salt-road." The dangers inherent in nautical travel are, of course, enhanced in a medieval fantasy world where sea serpents, giant squid, and ships manned by hordes of undead sailors await the hapless traveler

The following chapter details some of these dangers by presenting encounter tables designed to enhance a nautical campaign or adventure. Through the use of these tables, DMs can present interesting encounters that add to the "flavor" of a seaborne adventure Alternatively, some of these encounters can easily lead to sidetreks or even entire adventures—the possibilities are limited only by the imagination of the Dungeon Master.

Encounter Tables

The encounter tables listed below are divided into three separate areas: Inhabited Coastline, Uninhabited Coastline, and Open Sea. In addition, the Natural Phenomena table details a number of naturally occurring encounters. The tables are suitable for tropical, subtropical, temperate, and subarctic areas.

Dungeon Masters should modify these tables according to the realities of their own campaign worlds. For example, in one world, piracy may be fairly common. The DM running such a "lawless" world will need to move the Pirate or Privateer encounter from Rare to Common on his encounter table (see Chapter 11 and Table 54 in the *DUNGEON MASTER® Guide*). In all cases, DMs should reroll any random encounter that does not fit in with the current adventure.

Encounter Distance

The open sea offers a broad field of vision, and encounter distances usually depend solely on visibility Encounters with ships or creatures traveling on or above the surface usually take place at Spotted range (see **Table 6: Visibility**). Creatures traveling below the surface generally come within 1d10×10 feet before PCs spot them. Creatures making a stealthy approach might literally climb aboard a party's ship before anyone notices them. Likewise, a pirate ship hidden behind a headland might pounce on the party's vessel and appear at very short range indeed.

Inhabited Coastline

Inhabited coastlines refer to any area within 10 miles of a coastline inhabited by humans, demihumans, or intelligent humanoids. DMs should check for possible encounters three times per day. Encounters occur on a roll of 1 or 2 on a six-sided die

Table 7: Inhabited Coastline Encounters (d12, d8)

2	Riptide (see page 29)
3	Sirine
4	Natural Phenomenon (roll on Table 10)
5	Merman/Seawolf, lesser
6	Pirates/Buccaneers
7	Locathah/Scrag
8	Dolphins
9	Fishing Boat
10	Shallows (see page 29)
11	Trading Vessel
12	Sand Bar (see page 29)
13	Floating Seaweed (see page 29)
14	Reef (see page 29)
15	Sahuagin/Seawolf, greater
16	Privateer
17	Harpies
18	Rocky Shoals (see page 29)
19	Giant
20	Albatross

Uninhabited Coastline

Uninhabited Coastlines refer to any area within 10 miles of a wild or untamed coastline—that is, any shore not settled by humans, intelligent humanoids, or demihumans. DMs should check for encounters twice daily. Encounters occur on a roll of 1 on a six-sided die.

Table 8:
Uninhabited Coastline Encounters (d8, d12)

2	Riptide (see page 29)
3	Shipwreck
4	Sahuagin/Seawolf, greater
5	Merman/Seawolf, lesser
6	Natural Phenomenon (roll on Table 10)
7	Shark (5-6 HD)
8	Sand Bar (see page 29)
9	Dolphin/Narwhal
10	Shallows (see page 29)
11	Sea Lion
12	Reef (see page 29)
13	Floating Seaweed (see page 29)
14	Giant
15	Pirate/Buccaneer
16	Sprite, sea
17	Rocky Shoals (see page 29)
18	Scrag
19	Elf, sea/Selkie
20	Albatross

Open Sea

The open sea refers to any area at least 11 miles away from any coastline. Ships in the open sea are more likely to encounter giant sea creatures and deadly monsters than anywhere else. PCs planning on open sea travel should prepare themselves accordingly.

DMs should check for encounters three times a day. Encounters occur on a 1 on a six-sided die.
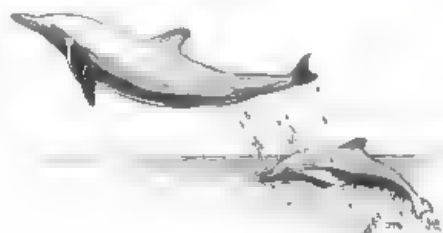
Table 9: Open Sea Encounters (d12, d8)

2	Squid, Giant
3	Pirate/Buccaneer
4	Whale, Giant
5	Shark (7-8 HD)
6	Natural Phenomenon (roll on Table 10)
7	Shark (5-6 HD)
8	Island/Atoll (see page 29)
9	Whale, common
10	Dolphin/Narwhal
11	Shark (3-4 HD)
12	Floating Seaweed (see page 29)
13	Dolphin/Narwhal
14	Whale, killer
15	Reef (see page 29)
16	Trading Ship
17	Octopus, giant
18	Sahuagin/Seawolf, greater
19	Dragon Turtle
20	Maelstrom (page 29)

Encounter Descriptions

Several encounter types need further description, as noted below. In cases where an encounter lists two creatures separated by a slash, the actual creature encountered will depend on the climate or a die roll, also as noted below:

Albatross: Sailors revere this rare bird as an omen of exceptionally good luck. Anyone who sees an albatross receives +5 on any morale checks and +1 on all saving throws for twenty-four hours.

Conversely, anyone unlucky enough to kill an albatross suffers a –5 penalty on all morale checks and a –1 penalty to all saving throws for twenty-four hours. In addition, sailors will shun anyone known to have killed or harmed an albatross in any way. Sometimes, exceptionally superstitious sailors will toss anyone who harms an albatross overboard, as they do not wish for that person's ill-luck to rub off.

Dolphin/Narwhal: Dolphins often follow in the wake of large ships or swim alongside sea vessels. Most sailors consider the presence of dolphins as a good omen. As a result, DMs should add 5 to all morale checks made by those sailors who actually see dolphins. This morale bonus lasts for a period of 24 hours after the dolphin sighting.

Dolphins shun very cold (arctic or subarctic) waters. In these areas, roll 1d6. On a roll of 1-4, no encounter occurs. On a roll of 4-6, a narwhal appears instead of dolphins.
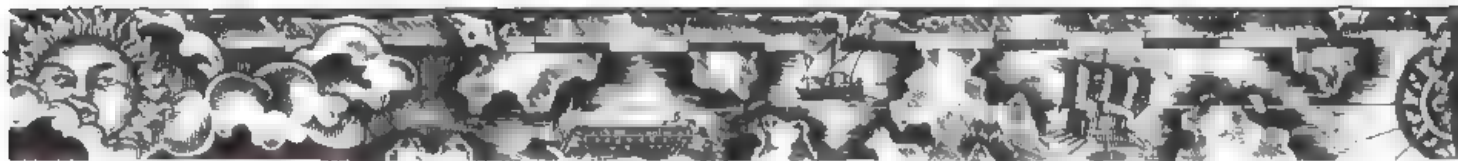
Elf, Sea/Selkie: Sea elves are found only in temperate, subtropical, and tropical waters. Selkies are found only in colder waters.

Fishing Boat: This boat contains several 0-level fishermen (human or demihuman) plying their trade. Depending on the actions of the PCs, these fishermen may divulge important information or share some much-needed supplies.

Giant: The encounter might be with a storm giant, reef giant, or titan at the DM's option. Reef giants dwell only in warm waters. Storm giants and titans generally live only in warm or temperate waters, but might visit cooler waters to hunt or gather treasure.

Harpies: These foul creatures nest in the cliffs and rocks of coastal areas and roam in search of food and treasure. Harpies will attempt to charm the sailors on larger ships and cause them to jump overboard or steer the ship into rocks or shallows. Harpies will directly attack smaller fishing boats and carry their victims back to their coastal lairs.

Locathah/Scrag In tropical or subtropical waters, roll 1d6. On a roll of 1-3 the encounter is with locathah. On a roll of 4-6 scrags appear instead. Locathah are not found in cooler waters.

Merman/Seawolf, lesser In temperate waters, roll 1d6; on a roll of 1-3 the encounter is with mermen. On a roll of 4-6 lesser seawolves appear instead. Mermen are not found in cold waters, and seawolves are not found in warm waters

Pirates/Buccaneers: These seaborne thieves (50% chance for each type) appear aboard a vessel of the DM's choice They attempt to board and rob the PCs' vessel of all treasure. There is also a 30% chance that these scalawags will attempt to capture the PCs and sell them as forced labor to a nearby naval fleet.

There is a 25% chance that an evil wizard accompanies the pirates or buccaneers and a 15% chance that an evil cleric (or a specialty priest of a god of thieves) is present. Only in rare cases should DMs allow a wizard and cleric to work together on a pirate or buccaneer ship.

Privateer: Privateers are basically pirates who have legal sanction from the ruling power of a particular country to capture "enemy" vessels and collect "tribute." More often than not, a large part of this tribute stays with the privateers and never makes it to the ruling power.

Privateers will stop any ship regardless of what flag it sports. It is not uncommon for them to stop even ships from their own countries and collect tribute. Depending on how the PCs role-play this encounter, the privateers may attempt to "impress" the party into service on their ship. It is important to note, however, that anyone actually attacking or sinking a privateer ship has committed a crime against the privateer's sponsoring country, and retribution may come swiftly

Sahuagin/Seawolf, greater: In temperate waters, roll 1d6. On a roll of 1-3, the encounter is with sahuagin; on a roll of 4-6, greater seawolves appear instead. Sahuagin are not found in cold waters and seawolves are not found in warm waters.

Shipwreck: This is the remains of an unlucky ship that crashed against the rocks or grounded on a reef or in the shallows. Shipwrecks are marvelous opportunities for sidetrek adventures. DMs can populate the wreck with a crew of undead sailors, intelligent marine humanoids (such as scrags, locathah, and sahuagin) and a host of traps and tricks.

Likewise, shipwrecks can contain any number of interesting treasures—including ancient maps, long-forgotten weapons or magical items, and ancient riddles.

The important thing to remember is not to overuse shipwrecks. An occasional shipwreck becomes an opportunity for memorable exploration and tense adventuring. Encountering a shipwreck every day, or even every week, dulls the excitement. Instead of offering a doorway to the unknown, they become merely half-floating treasure chests.

Sirine: This lone creature sits among jagged rocks hoping to lure sailors to their doom. If the captain or pilot of a ship does not resist her charming song, he will steer the ship into the jagged rocks, necessitating a Seaworthiness check with a –5 penalty. Failure indicates that the ship smashes against the rocks and sinks within 1d4 hours.

The sirine will then collect any treasure and store it within her lair, which is usually located somewhere near the jagged rocks.

Trading Vessel: 80% of these vessels are transporting goods to a trade city; 20% have no cargo and are bound for some port where they can "load up" with goods.

Merchant captains maintain a constant watch for pirates and react coldly or cautiously toward any overture of friendship. Once the PCs allay these suspicions, most vessels will stop (albeit briefly) for a *gam*—or social visit. More elaborate gams consist of all parties sharing food, dancing, and gambling. Brief gams may only last long enough to exchange relevant information and rest a bit.

If the DM wishes, PCs may trade or purchase goods on merchant ships. The prices, however, will be roughly twice that found in the *Player's Handbook*.

Natural Phenomena

Natural Phenomena refers to any naturally occurring encounters. Although not combat-oriented, PCs will find these encounters potentially deadly. Table 10 provides a listing of encounter types by frequency. However, DMs should feel free to include them whenever appropriate for their particular adventures.

Because several of the natural encounters have conditions (fog can only occur during a *calm* or days with *light wind*, for example) DMs should remain aware of the prevailing wind strength and weather conditions before rolling on this table.

Table 10: Natural Phenomena (d12, d8)

2	Maelstrom
3	Squalls
4	Omen
5	Favorable Wind (coast)/Riptide (sea)
6	Favorable Wind
7	Fog
8	Riptide (coastline)/Fog (sea)
9	Floating Seaweed
10	Light Rain
11	Wind Change
12	Sand Bar (coastline) or Wind Change (sea)
13	Rocky Shoals (coastline) or Choppy Seas
14	Shallows (coastline) or Light Rain (sea)
15	Reef
16	Calm
17	Island
18	Squalls
19	Omen
20	Maelstrom

Notes: Occasionally, two encounters appear under a single die roll. DMs should use the encounter appropriate for the surrounding area (coastline or open sea).

For example, an adventuring party sails on the open sea. The DM checks for encounters and receives a "roll on Table 10" result. He then rolls a 5 on the appropriate dice and refers to Table 10. If the party had sailed along the coast, the DM would use the Favorable Wind *encounter. However, the party's location—the open sea—tells the Dungeon Master that he should use the* Riptide *encounter.*

Whenever a natural encounter cannot happen because of outside conditions (a wind change during a *calm*, for example) DMs should reroll the dice and check Table 10 again.

Calm: A calm is simply the absence of any wind. Sailing vessels have an effective movement rate of 0 in a calm. Calms last 1d6 hours and supersede all wind strength results on **Table 4: Wind Strength** except *storms* and *gales*.

Choppy Seas: Occasionally, the surface of the ocean becomes wild and turbulent. During these times, all ship movement slows by one third of the base rate. In addition, Small ships must make Seaworthiness checks with a –1 penalty or founder in the rough ocean. Medium-sized ships should make a normal Seaworthiness check to determine if they founder under the stress of the turbulent sea. Large and Very Large ships need not check Seaworthiness. See the Foundering rules in Chapter 2 for details.
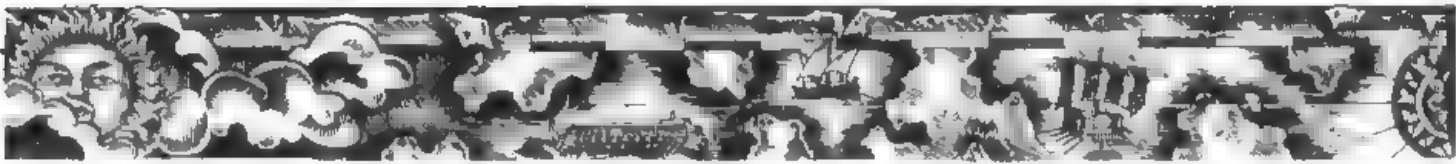
Favorable Wind: This is a strong wind that blows in the direction of a ship's destination. Vessels enjoying a favorable wind travel as if sailing with a *strong wind* (see **Table 3: Sailing Movement and Winds** for details) regardless of previous movement.

For example, a ship sailing across a strong wind enjoys a ⅓ bonus to its movement rate. If the DM determines that a favorable wind blows in, that same ship suddenly moves as if sailing with a strong wind, at double the normal rate.

If a ship already sails **with** a *strong wind* when the DM rolls this encounter, the vessel moves at triple the base rate.

Favorable winds last 1d12 hours and supersede all strength categories in **Table 4: Wind Strength** except *storms* and *gales*.

Floating Seaweed: This is nothing more than a thick patch of seaweed which has broken off from the sea bottom. Sailing ships need not worry about such masses. However, oared ships that encounter these move at ½ their normal movement rate, as the seaweed wraps around oars and entangles them. It takes 1d6 rounds to clear away all seaweed from the oars.

Fog: Fog only occurs during periods of *calm* or with *light wind*. This thick blanket of condensation lasts 2d6 hours, covering an area 1d10 miles square and 50–300 (5d6×10) feet high. Fog obscures vision as noted on **Table 6: Visibility Ranges** (dense fog).

Ships traveling near a coastline must take great care that they do not run aground of shoals or sand bars. The captains of these vessels must make Seamanship proficiency checks (or Navigation proficiency checks—whichever is higher) with a –3 penalty each hour to see if they run aground on rocky shoals or dangerous shallows.

Ships on the open sea can easily lose their bearings inside a fog bank. Captains or pilots must make Navigation proficiency checks to remain on course. Failure indicates that the ship sails in a random direction until free of the thick fog.

Island: The ship encounters an uncharted (or at least unexpected) island. The DM should consider the area directly around the island as a reef. Thus, ships approaching uncharted islands need to make successful Seaworthiness checks or run aground. However, imaginative Dungeon Masters can stock these islands with just about anything—including a band of audacious pirates.

Light Rain: This is nothing more than a gentle rainstorm. Light rains actually benefit sailors by refilling depleted water supplies, though they also reduce visibility (see Table 6).

Maelstrom: A maelstrom is a giant whirlpool that inexorably draws submerged and floating objects towards itself. Any ship within 3 miles of the whirlpool becomes caught in the maelstrom's grip unless its movement rate is 18 or higher. These ships will enter the deadly vortex in 1d4 turns.

Captains or helmsmen can attempt Seamanship proficiency checks every turn to escape the maelstrom's deadly pull—though only one attempt can be made per ship per turn. The force of the maelstrom is so strong that these hapless sailors suffer a –4 penalty on each check.

Ships that do not escape the maelstrom break apart in 1d6 rounds. The ships spin around the vortex, and their captains can make another Seamanship proficiency attempt each round to escape. Because these ships are nearing the center of the maelstrom, however, they suffer an additional cumulative –1 penalty per round to their base penalty of –4. The checks continue until the ship breaks apart or sails free of the vortex.

For example, the Sea Gryphon, a cog with a movement rate of 9, encounters a maelstrom. Unfortunately, the captain (a sailor with a Seamanship proficiency of 15) does not make any of his initial proficiency checks and the Gryphon is pulled into the maelstrom. The DM rolls 1d6 and gets a 5, indicating that the Sea Gryphon will break apart in five rounds.

The cog fails its first Seaworthiness check (its Seaworthiness is 13) and thus circles around the vortex. Now, the captain of the hapless ship makes another attempt to break free. He suffers the base –4 penalty plus the additional –1 penalty for being closer to the center of the vortex (for a total penalty of -5). If the ship does not break free, it must make another Seaworthiness check in the next round. If that fails, the captain can make yet another attempt with a –6 penalty (–4 base plus a –2 penalty for nearing the center of the vortex). The process continues until the ship breaks up or escapes.

Omen: Sailors are a superstitious lot and often read supernatural significance into everyday events. A phrase like "red skies at night, sailor's delight," the appearance of an albatross, or even the spotting of a dolphin's fin are all examples of omens.

Half of all omens are good, and half are bad. A good omen adds 5 to the morale rating of a ship's crew. Likewise, a bad omen subtracts 5 from the crew's morale rating. Omens are a great way to increase the level of tension during gameplay. However, it is important that

Dungeon Masters use them sparingly, else they lose their mystery and wonder.

Examples of bad omens include: a bloody sea (caused by clouds of red plankton or some magical effect), a wounded or dead albatross, the sighting of "phantom" ships, and cloud formations shaped like certain sea-monsters

Riptide: Riptides are strong cross-currents that form in areas with irregular underwater formations. They appear most often near coastlines, but some form in the open sea. Riptides slow ship movement by half the current rate (rounding down any fractions) and last 1d4 turns.

Reef: A reef is a strip or ridge of rocks, sand, or coral that rises near the water's surface. Ships encountering a reef must make successful Seaworthiness checks or run aground (see the Grounding rules in Chapter 2: Nautical Travel for the damaging effects of running aground).

Rocky Shoals: Rocky shoals are large, shallow areas heavily filled with sharp rocks and other stone obstructions. Ships encountering rocky shoals must make successful Seaworthiness checks with a –1 penalty or smash apart on the rocks. Smashed ships sink (see page 25).

Sand Bar: A sand bar is a shallow area with a sandy bottom. It is effectively an isolated, but soft, shoal that appears most often near coastlines. Ships that strike a sand bar must make Seaworthiness checks to avoid running aground (see the Grounding rules in Chapter 2 for details)

Squalls: This natural occurrence functions exactly like the storms detailed under **Table 4: Wind Strength**, except that squalls don't last quite as long. However, the squalls on this table supersede all wind strength categories. Thus, squalls can blow in even during a *calm* or *light wind* day, but they blow themselves out in only 1d3 days.

Shallows: Shallows appear mostly near coastlines and are very dangerous to ships. Those vessels possessing a draft greater than 1 ½ feet (see Table 1) must make successful Seaworthiness checks or run aground. Sailors can repair grounded ships in 1d6 days, provided the surrounding sea bottom consists of sand or some other soft material. Ships grounded on rocky shallows cannot be repaired (see the Grounding rules in Chapter 2 for details).

Wind Change: DMs should reroll once on **Table 5: Wind Direction** and determine the new direction of the wind when this phenomenon occurs. A wind change usually is nothing more than a minor annoyance—although it could be hazardous to sailing ships involved in ship-to-ship combat.

Arctic Encounters

Any area heavily covered with snow and ice for most of the year is considered arctic terrain. Examples include frozen tundras and steppes, plus lakes, rivers, and even large sections of ocean covered with ice floes. The temperature in many of these areas rarely goes above freezing.

Because of the high occurrence of thick ice, aquatic encounters in arctic terrain are rare. (Ships will most likely run aground in such ice-covered places.) In areas of heavy ice, DMs can use land-based encounters. Otherwise, the following creatures can appear in an arctic aquatic environment: eye of the deep, hippocampus, lacedon, margoyle, narwhal, and any type of whale.
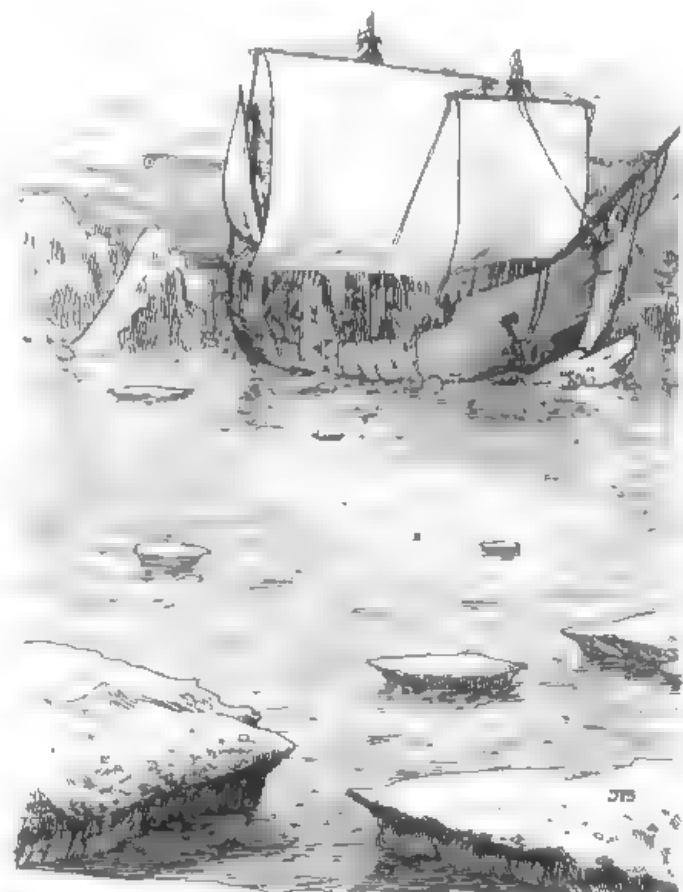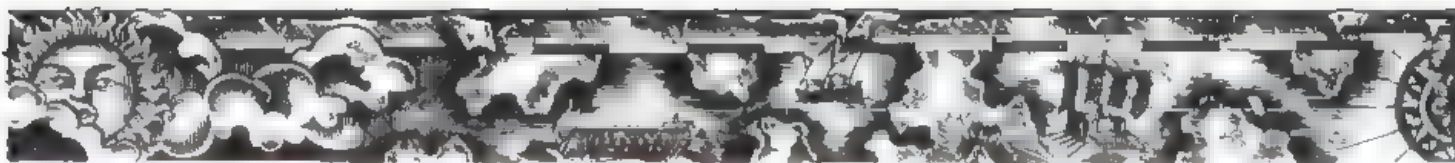
Nautical Combat

Long about the whale's acre, wave-tossed
weapons, mighty striving, seek the victor's laurel.
Feathered fall the flying shafts, dark darts,
heart-seeking healthful warriors
Hail-scur, too, hard ice-flakes, beat upon
the stern; corn of the coldest, sorcerer's get,
from Niflheim's nine names spun.
Then the game of iron, hilt-wand and wound-wolf
stinging skin until Skuma's sorrow sang.

—Norri Hjalsson, "Frost-Reaver's Saga"

Ship-to-ship combat can be a rousing affair. Such battles usually include the feathered shafts of arrows, the otherworldly chill (or heat) of magic spells, and the deadly dance of steel, as well as daring nautical maneuvers—including the ramming and grappling of enemy ships. Without a doubt, these encounters challenge the skill of even the most experienced adventurers.

Overview

This chapter offers Dungeon Masters two different combat systems. The first system deals with shipboard fighting which directly involves the player characters. The second, very brief, system allows for quick resolution of battles involving fleets of ships

Time in Nautical Combat

The detailed combat system uses combat rounds. Unlike traditional AD&D game combat rounds, however, a naval combat round can be 1 minute, 10 minutes, or 30 minutes long, depending on how far apart the combatants are when the round begins. This variable time scale can take some getting used to, but it allows for quick resolution of very lengthy actions—such as pursuit.

The range between combatants also determines which actions are possible during any particular round, as shown on the table below

Table 11: Naval Combat Rounds

Distance Possible	Time	Actions
0-250 Yards	1 minute	Flee, Evade, Close, Ram*, Board*, Spell**, Missile**, Artillery**
251-1,000 Yards	10 minutes	Flee, Close, Spell**, Artillery**
1,001+ Yards	30 minutes	Flee, Close, Spell**

Distance: refers to the distance separating the ships when the round begins.

Time: refers to the amount of game time that passes during the round.

Actions Possible: refers to the naval combat maneuvers listed on **Table 13: Maneuverability and Combat.** Certain maneuvers become meaningless as the distance between the opposing ships increases.

* A ship cannot ram or board its opponent unless it first reduces the distance to the target ship to zero.

** Providing the distance between opposing ships when the round begins is not greater than the range of the attacker's artillery, spell, or archery

Detailed Naval Combat

In this system, each round of naval combat occurs in three distinct phases: the Maneuvering phase, the Action phase, and the Resolution phase. During the Maneuvering phase, each ship declares its action and attempts to gain a tactical advantage—in effect outmaneuvering the opposing ship or ships. During the Action phase, the ships perform their declared actions—including movement and combat. Combat includes the exchange of firepower—spells or missile weapons—boarding actions, and ramming. The Resolution phase occurs when all ships complete their actions for that combat round. In this phase, each ship calculates its damage and suffers the appropriate penalties. Any required Seaworthiness or Morale checks must occur at the end of this phase.

Combat resumes once again with the Maneuvering phase and continues with the other two phases until a victor emerges, or both ships agree to stand down.

Dungeon Mastery Tips: Running Detailed Naval Combat

The detailed combat system remains fairly abstract, and the DM does not need to know the relative position of every ship involved in the battle. However, it is important for the Dungeon Master to determine the distance between combatants.

The Dungeon Master also must remain aware of how much time passes during each naval combat round (see **Time in Nautical Combat**, previous page). A ship moves much farther during a round lasting 30 minutes than it does during a round lasting only 10 minutes; likewise, a spell's duration runs out fairly quickly if a combat proceeds in 30-minute or 10-minute rounds.

The actions of player characters can profoundly influence the course of a naval combat round. A character might perform several actions during a single naval combat round. For example, if the ship carrying the party tries to flee from a pirate vessel 5,000 yards away, the maneuvers between the two ships take place in 30-minute rounds. A PC wizard, however, might choose to fly over the pursuing ship and loose a few spells. That leaves the PC with 30 normal AD&D game melee rounds to resolve while the two ships resolve a single 30-minute naval combat round. Most likely, the PC's actions will end the encounter before the naval combat round is complete. When a naval combat round lasts 10 minutes or 30 minutes, the DM should resolve all PC actions before dealing with naval combat actions. When a naval combat round lasts only one minute, all PC actions take place during the Action phase of the naval combat round.

Naval combat is not always possible. Ships caught in storms or gales cannot launch any attacks, including spells. The crew and passengers on a storm-tossed ship have their hands full just keeping afloat.

Every ship involved in detailed combat should have a ship record sheet prepared before any combat occurs. A sample sheet is included on the last page of this book. Once the record sheets are ready, combat can proceed. Here's a list of the steps necessary in each round of Detailed Naval Combat:

• Determine the distance between opposing ships at the round's start. During the first round of combat, this usually will be the Spotted range for the prevailing light and weather conditions (see Table 6). During subsequent rounds, the range between ships will depend on what happened during the previous maneuvering phase.

• Determine the length of the naval combat round and which actions are possible (the distance between the ships determines both these things; see Table 11).

• Have the person controlling each ship declare an action for the coming round. Do not keep the declarations secret, and allow players one or two chances to change their actions in response to their foe's actions. If the two players cannot decide, have each roll his ship's maneuverability dice. The loser must declare an action first and stick to it.

The lists of possible actions change according to the range between ships, as noted on Table 11. Missile and artillery fire need not be declared—ships can perform these actions whenever a target comes within range.

It's important to remember that the actions describe what a ship does in only general terms. See the notes to Table 13 for details.

• Conduct the Maneuvering phase of the combat round. The result will determine if the range between the opposing ships changes and if so, by how much.

• Conduct the Action phase of the combat round. Resolve all types of combat and player actions during this phase. If the opposing ships suffer damage, record it now.

• Conduct the Resolution phase of the combat round. Use this phase to determine any special effects from damage, crew morale checks, fire fighting, and the like.

• Repeat the process for the next round unless one ship has escaped or surrendered, or until both ships decide to break off the combat

The Maneuvering Phase

The majority of naval combat involves the opposing vessels struggling to achieve superior positions through tactical maneuvers. Whole battles have been decided purely on the strength of one side's position.

The struggle for position occurs during the Maneuvering phase. Prior to the phase, both sides declare their actions and then roll their maneuverability or pursuit dice (found on **Table 38: Ship Combat Statistics**), applying any modifiers for Crew Experience (found on **Table 12: Crew Experience and Maneuverability**) and for the results of previous checks.

In a 30-minute or 10-minute round, the ships use their
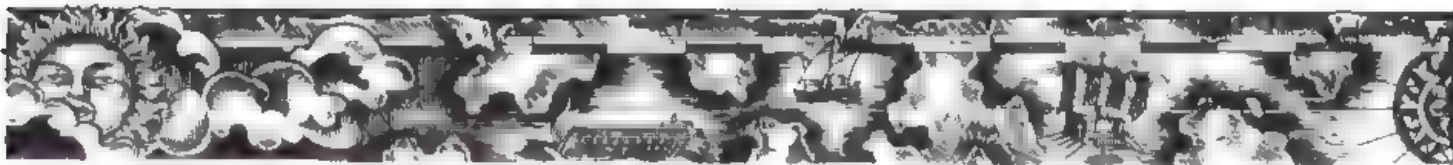
pursuit dice. Ships use their maneuverability dice during one-minute rounds. The ship with the highest score wins the phase and gains an advantage over the loser

The advantage can affect the outcome of certain actions undertaken during the Action phase. To determine the exact effects, consult **Table 13: Maneuverability and Combat**

Personnel Assignments

In addition to their normal complement of crewmen (rowers and sailors) and marines (boarders, unassigned crewmen, artillerists, and firefighters), most ships also carry a number of unassigned or inactive personnel. This is especially true of ships with a large complement of archers. Since only a limited number of archers can fire at one time (see **Missile Attacks** in the Action phase section of this chapter for more details), the remaining archers must be assigned elsewhere. DMs and players should keep track of all personnel aboard their ships, use the Ship Record at the end of this book for the task.

Inactive Personnel: these are people currently in a ship's hold or makeshift quarters belowdecks (see the notes to **Table 2: Ship Characteristics** for details on carrying inactive people). If there is sufficient room on the main deck of a vessel (subject to the maximum crew rating and maximum marine rating found on **Table 38: Ship Combat Statistics**), these inactive personnel may fill in for injured or dead companions. These substitutes must, however, remain unassigned (see below) for one round, this represents the time it takes them to emerge from below, gain their bearings, and gather any needed equipment.

Unassigned Personnel: These are marines, sailors, or rowers not currently engaged in any particular duty. Unassigned personnel represent a ready pool of reserves that captains may use to fill gaps caused by injuries. The number of unassigned personnel combined with the number of active personnel on any vessel cannot exceed the crew and marine maximums given on **Table 38: Ship Combat Statistics.** In the event that this does happen, any excess personnel must wait belowdecks as inactive.

For example, a ship with a maximum crew rating of 60 and a maximum marine rating of 20 cannot have more than 80 people on deck at any one time. If this ship traveled with 60 sailors and rowers, it could not have more than 20 additional people on the deck. Any excess people would stand belowdecks as inactive Remember that 80 people represents the maximum amount of personnel that can function effectively on deck. If the ship in question had only 30 sailors and rowers, then the deck could hold 50 extra people.

Captains (or players directing ship action during naval combat) can reallocate any unassigned crewmen prior to the Maneuvering phase and directly *after* declaring their naval combat actions, designating them as archers, boarders, firefighters or artillerists. Unassigned crewmen can also function as rowers or sailors; however, their inexperience at sailing and rowing usually forces them to work as Landlubbers (see **Crew Experience** for more details). Overall crew experience decreases by one category for every one quarter of a ship's current crew (rounded up) replaced by untrained crewmen during combat. Of course, a ship's extra personnel could be trained sailors or rowers.

Captains may also pull assigned sailors and rowers, or assigned marines, off of their current jobs and move them to needed areas directly *after* declaring their naval combat actions. These substitutes must, however, remain unassigned for one round before moving off to their new assignments. Once the captain places them in the unassigned pool, though, he may order them anywhere during the following round—regardless of his original orders. Thus, a captain who pulls an artillerist away from his weapon to join a boarding party can use that artillerist as a firefighter after the marine has spent a round unassigned.

Crew Experience

Determining crew experience for NPC ships is an inexact process. Generally, the DM examines the various crew categories detailed below and decides whether or not the crew of a particular ship falls into that category. Keep in mind that crew experience is the average experience of the crew as a whole. Every ship has a few Mariners and maybe one or two Old Salts, but the majority of the ship might just qualify as Mates. Note that pirate, merchant, and warships rarely sail with crews of Landlubbers. The effects of crew experience are noted below:

Table 12:
Crew Experience and Maneuverability

Dice Roll	Crew Experience	Modifier
3	Landlubbers	−2
4-5	Scurvy Rats	−1
6-8	Mates	—
9-11	Mariners	+1
12+	Old Salts	+2
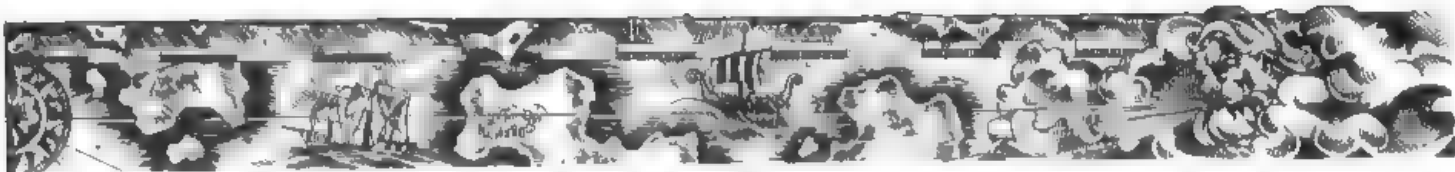
Dice Roll: To randomly determine a crew's quality, roll 3d4. For trading vessels and ships carrying pirates or buccaneers, add +2 to the dice. Add +3 for privateers and warships

Modifier: The bonus or penalty applied to each side's maneuverability or pursuit dice roll

Landlubbers: These individuals have little or no previous sailing experience and no desire to perform well. Traveling with a crew of landlubbers is often very dangerous. Landlubbers hire themselves out for 2 gp per month. A crew of slave rowers usually falls into this category.

Scurvy Rats: These are crewmen with some sailing experience—perhaps a couple of short voyages—and some desire to perform well. Cutthroats and other rogues often appear among sailors with this degree of experience. Scurvy Rats hire themselves out for 3 gp per month. A crew of slave rowers *might* rise to this category if well trained, well cared for, and highly motivated.

Mates: Professional sailors (men and women who make their livelihood sailing the seas) fall into this category. Mates make up the majority of most sailors found in any given place. They are competent, dutiful, and fairly loyal (as long as the captain treats them right). Mates hire themselves out for 4 gp per month.

Mariners: These are highly experienced sailors. Often these crewmen are somewhat older and have a few scars—physical or emotional—from their years of sea travel. They often have a few outrageous stories which they like to recount over a cool drink. They hire themselves out for 5 gp a month.

Old Salts: These weathered men and women represent some of the most skilled sailors in the world. Old salts have spent most of their lives at sea. They often prove tough, leathery, and argumentative—though never to their Captains or First Mates. Younger sailors often hang on every fantastic yarn these oldtimers spin Old salts hire themselves out for 6 gp a month. Sometimes, they demand a small share in any profit netted from a ship's voyage in addition to wages.
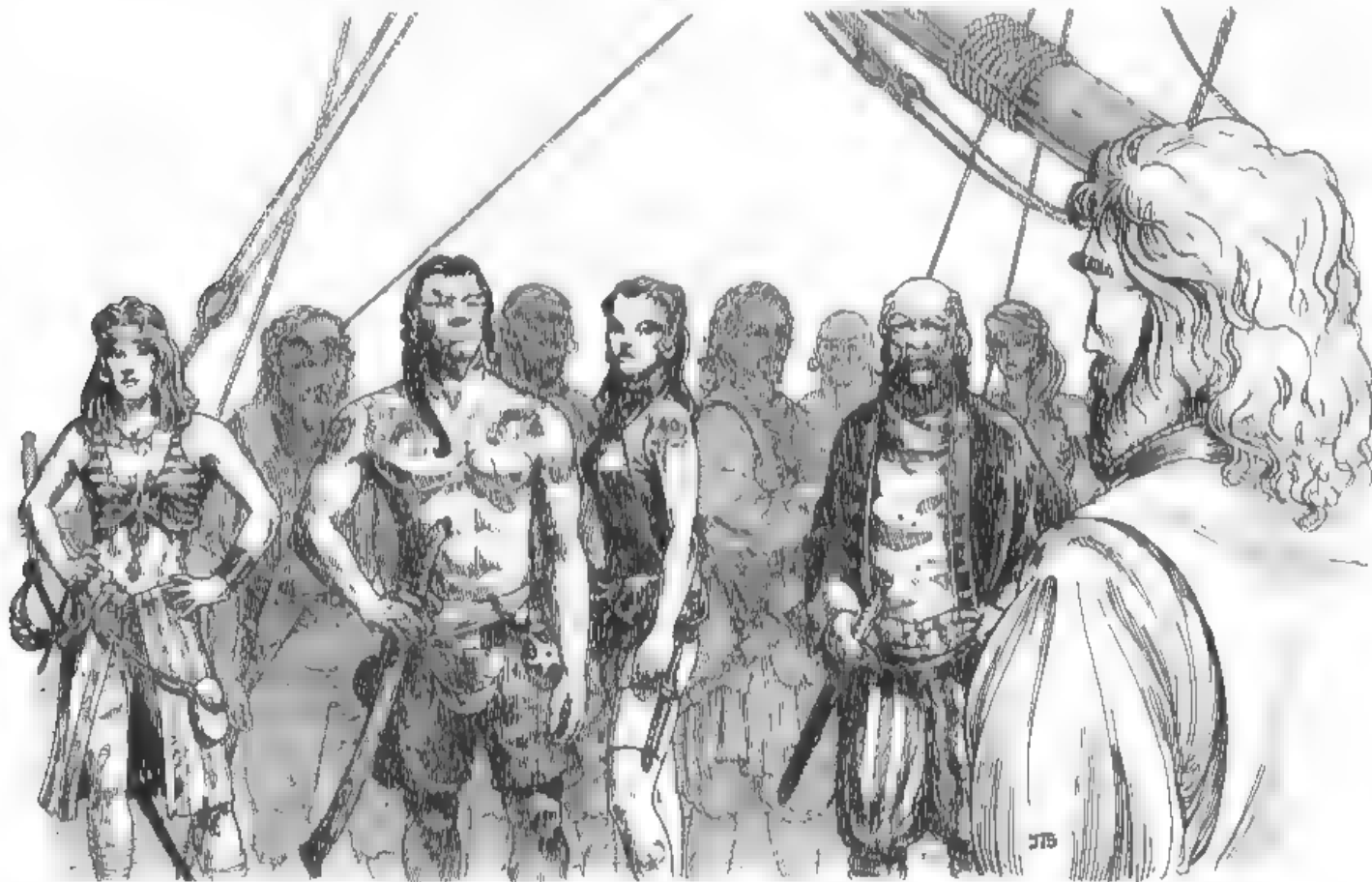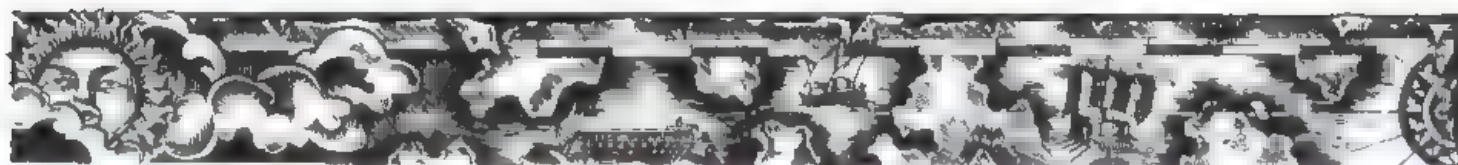
Table 13: Maneuverability and Combat

Declared Action	A≥2B	A>B	A=B	B>A	B≥2A
			Result		
A Wants to Flee	A opens the range[1] A gains a +1 bonus on its next maneuverability or pursuit roll and gains a +3 bonus to missile and artillery combat rolls this round.	A opens the range[2] A gains a +1 bonus on its next maneuverability or pursuit roll and gains a +2 bonus to missile and artillery combat rolls this round	No Modifiers Range changes in favor of the faster[3] vessel by 1d10×10 yards	B closes the range[2] A suffers a −1 penalty to all missile and artillery combat rolls this round	B closes the range[1] A suffers a −2 penalty to all missile and artillery combat rolls this round
A Wants to Close With B	A closes the range[1] A gains a +1 bonus on its next maneuverability or pursuit roll and gains a +3 bonus to missile and artillery combat rolls this round.	A closes the range[2] A gains a +1 bonus on its next maneuverability or pursuit roll and gains a +2 bonus to missile and artillery combat rolls this round	No Modifiers Range changes in favor of the faster[3] vessel by 1d10×10 yards	B opens the range[2] A suffers a −1 penalty to all missile and artillery combat rolls this round	B opens the range[1] A suffers a −2 penalty to all missile and artillery combat rolls this round
A Wants to Ram B	A closes the range[1] A gains a +1 bonus on its next maneuverability roll and receives a +2 bonus to ramming combat rolls this round.	A closes the range[2] A gains a +1 bonus on its next maneuverability roll and receives a +1 bonus to ramming combat rolls this round.	No Modifiers. Range changes in favor of the faster[3] vessel by 1d10×10 yards or see evasion result[4]	B opens the range[2] or see evasion result[4].	B opens the range[1] or see evasion result[4].
A Wants to Evade B	A gains a +1 bonus on its next maneuverability roll and B receives a −3 penalty to ramming and boarding combat rolls this round.	A gains a +1 bonus on its next maneuverability roll and B receives a −2 penalty to ramming and boarding combat rolls this round	B receives a −1 penalty to ramming and boarding combat rolls this round.	B receives a +1 bonus to ramming and boarding combat rolls this round.	B receives a +2 bonus to ramming and boarding combat rolls this round
A Wants to Board B	A closes the range[1] and grapples B ½ of A's boarding party storms aboard B this round.	A closes the range[2] A receives a +2 bonus on all boarding rolls this round.	No Modifiers. Range changes in favor of the faster[3] vessel by 1d10×10 yards or see evasion result[4]	B opens the range[2] or see evasion result[4].	B opens the range[1] or see evasion result[4].

Notes to Table 13

This section explains key terms used on the table.

A≥2B: The acting ship's adjusted maneuver or pursuit roll is at least twice as high as its opponent's roll.

A>B: The acting ship's maneuver or pursuit roll is higher than its opponent's roll, but not at least twice as high

A=B: The acting ship's maneuver or pursuit roll is exactly the same as its opponent's maneuver roll

B>A: The acting ship's maneuver or pursuit roll is less than its opponent's roll, but not half or less

B≥2A: The acting ship's adjusted maneuver or pursuit roll is half of its opponent's maneuver roll or lower.
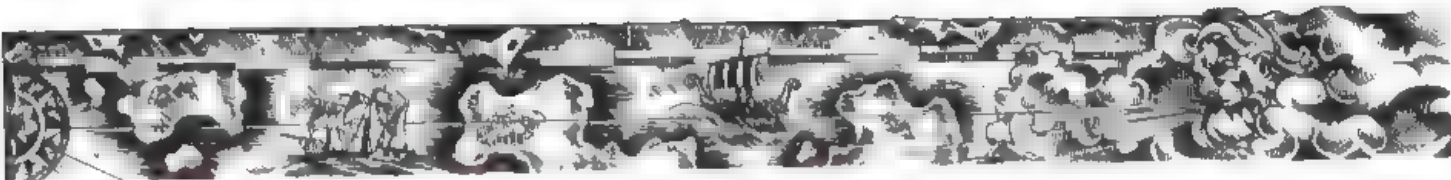
Fleeing: Occurs anytime one ship wishes to increase the distance between itself and other vessels or objects (or at least prevent them from getting closer). Although it does not always mean a complete retreat from a battle, fleeing does indicate a desire for tactical withdrawal. Ships cannot perform evasive maneuvers while fleeing. Such vessels simply attempt to "get away" from a specific situation or area. However, ships can fire missiles or artillery while fleeing.

If both ships in a combat decide to flee, the range between them usually increases by the sum of their movement rates (but see the notes to Table 14).

Closing: Occurs anytime a vessel wishes to decrease the distance between itself and other vessels or objects. Closing is an essential element of boarding and ramming (see below). Ships can fire missiles or artillery while closing

Ramming: In this deadly maneuver, an attacking ship collides with a target vessel. Most ships engaged in ramming actions possess a ram of some sort—though desperate captains of ships without rams may send their vessels on collision courses with the enemy. Ships successfully ram only during an Action phase in which they can close the range between the target ship and themselves to 0. If they cannot accomplish this, the ramming attempt fails. In addition, archers cannot fire missiles in the same Action phase as their ship is ramming, as the nautical bowmen are either preparing themselves for collision or grabbing swords for boarding combat

Evading: Occurs when a ship attempts to avoid a ramming or boarding attempt from another vessel. The evading ship accomplishes this through a series of tactical maneuvers. Evasion is not a withdrawal, and opposing ships can automatically close the range. Like fleeing vessels, evading ships can fire missiles or artillery while engaged in evasive maneuvers

Boarding: This is a complex process involving two distinct stages: grappling and boarding. Like ramming, boarding actions succeed only during Action phases in which ships can close the range between the target vessel and themselves to 0. If they fail to do so, the boarding attempt is unsuccessful. Once a ship is securely grappled (see **Table 27: Boarding Action Results**), the attacking vessel's boarding party engages in boarding combat (see **Boarding** in the Action phase section of this chapter for more details).

Missile Fire: Occurs anytime archers on board a ship let fly with a volley of arrows (provided a target lies within range). Since archers and other personnel perform separate duties, missile fire can occur simultaneously with movement (fleeing, closing, and evading). Occasionally, archers will ignite their arrows and fire them at ships. This is a dangerous tactic for both the attacking vessel and the target ship, as fire is extremely devastating to ships made mostly from wood (see **Incendiaries** in the Action phase section for more details).

Artillery Fire: This refers to the use of siege engines (such as ballistae and catapults) in naval combat. Like archers, siege engine operators may fire whenever they have a target within range (provided the weapons are loaded and ready to fire).

1. The range changes in the winning ship's favor by an amount equal to the winning ship's pursuit or maneuverability roll (see Table 14). If the winning ship wishes to change the range by a lesser amount, or does not wish to change the range at all, it can do so.

2. The range changes in the winning ship's favor by an amount equal to the pursuit or maneuverability roll minus the value of the loser's roll (see Table 14). If the winning ship wishes to change the range by a lesser amount, or does not wish to change the range at all, it can do so.

3. The faster vessel is the vessel with the highest current movement rate.

4. When a vessel evades, the opposing ship automatically becomes free to change the range by an amount determined by its maneuverability roll (see Table 14), even if it loses the roll.

The Effects of Maneuverability or Pursuit

After determining the winner of the maneuverability or pursuit dice roll, the DM checks **Table 13: Maneuverability and Combat,** noting possible changes in range, combat adjustments (which apply in the Action phase of the round in which they occur) and maneuverability or pursuit adjustments (which occur in the *next* round's Maneuvering phase).

Range Changes: The ship winning the maneuverability or pursuit roll determines how much the range changes, subject to the limits shown on Table 14.
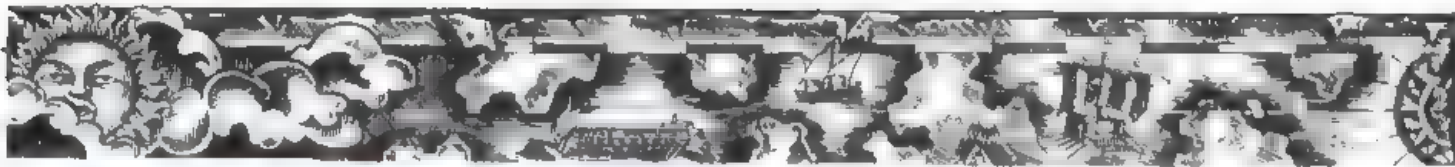
Table 14: Range Changes

Adjusted Roll or Movement Rate*	Range Change (in Yards)**		
	1 Min.	10 Min.	30 Min.
1	10	100	300
2	20	200	600
3	30	300	900
4	40	400	1,200
5	50	500	1,500
6	60	600	1,800
7	70	700	2,100
8	80	800	2,400
9	90	900	2,700
10	100	1,000	3,000
11	110	1,100	3,300
12	120	1,200	3,600
13	130	1,300	3,900
14	140	1,400	4,200
15	150	1,500	4,500
16	160	1,600	4,800
17	170	1,700	5,100
18	180	1,800	5,400
19	190	1,900	5,700
20	200	2,000	6,000
21	210	2,100	6,300

* If both vessels choose to close, the range is reduced by the sum of their current movement rates or any lesser amount (see next note)

If both vessels choose to flee, the range increases by the sum of their current movement rates or a lesser amount (see next note).

** This is the maximum amount the range can change. The ship winning the maneuverability or pursuit roll can change the range by a lesser amount if desired Ships do not have to move at full speed

No matter what the value shown on the table, however, the range between two ships can never shift more than one category on Table 11. If Table 14 indicates a greater difference, place the two ships the maximum distance apart for the next range category (if the range was decreasing) or the minimum distance (if the range was increasing). For example, if two ships begin a battle 3,000 yards apart (enough for a 30-minute combat round) and Table 14 shows that they close the distance 10,000 yards, the two ships end the round only 1,000 yards apart (enough to move the combat from 30-minute rounds to 10 minute rounds)

Note: It is possible for ships to travel at speeds higher than 21. In such cases, simply subtract 21 from the ship's speed and note the range change for that number, then add that number to the value for a ship with a speed of 21. For example, the caravel Haans is moving at a speed of 24 during a 30-minute round. To determine the maximum distance the caravel could travel in that time, subtract 21 from 24 (24−21=3). Reading the 3 line reveals that the ship could move 900 yards in 30 minutes. Adding that to the value for a speed of 21 (6,300 yards) yields a total movement of 7,200 yards (6,300+900=7,200)

Rower Endurance

Ships propelled by oars generally enjoy much higher maneuverability than similar ships propelled by sails. In a long chase, however, rowers can tire, making their vessel less nimble Rowers have a chance to tire after every ten minutes of combat Roll 1d10; on a roll of 4 or less, the rowers tire. If the ship moves under both sail and oars, add one to the die roll. If the rowers qualify as Mates, they automatically pass their first check. If they qualify as Mariners or Old Salts, they automatically pass their first two checks.

If rowers tire, the ship loses one point from its maneuverability and pursuit ratings, but neither rating can fall below 1d6 (unless casualties reduce the crew complement, see page 15). Tired rowers can only recover after three hours of normal (non-combat) movement or a half hour of complete rest

An Example of a Maneuvering Phase

The dread pirate Nathan Fane (an NPC controlled by the DM) and his sleek great galley, Hullbiter (base movement of 18), sail out of a hidden cove and surprise Captain Lara Van (a PC) and the crew of the Sea Sprite—an imperial dromond (base movement of 18) Before the two vessels engage in combat, the DM determines that the distance between them is 800 yards. According to Table 11: Naval Combat Rounds, *each round will last for 10 minutes.*

Both ships declare their actions as the Maneuvering phase begins. Nathan Fane decides to close the distance between the two ships, hoping to ram the Sea Sprite. Captain Lara, however, realizes the pirate ship outmatches her dromond and decides to flee.

The DM turns to Table 13: Maneuverability and Combat *as both ships attempt to gain a tactical advantage through maneuvering. Since the combat rounds are 10 minutes long, each ship must roll its pursuit dice to determine how much the range changes between the two vessels.*
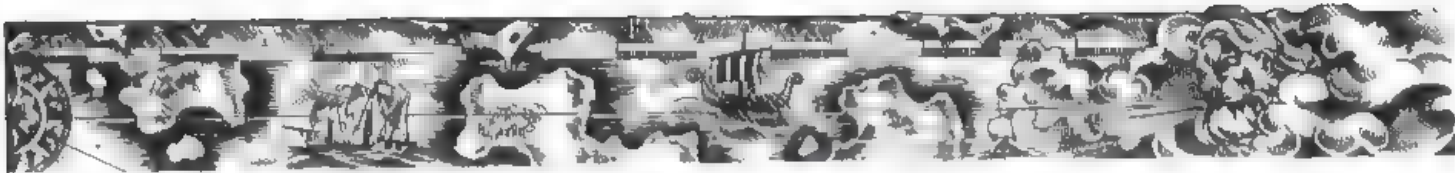
Normally, both ships possess pursuit die ratings of 1d6+6. However, the DM must take into account each ship's position relative to the prevailing wind and its overall crew experience. He checks and determines that the Sea Sprite sails With a strong wind, while the pirate great galley sails Across a strong wind. The DM then modifies both vessels' movement rates according to **Table 3: Sailing Movement and Winds**. Thus, the Sea Sprite has an effective movement rate of 30 (½ of 18=12+18=30) while the Hullbiter possesses a modified movement rate of 24 (⅓ of 18=6+18=24). Since the pursuit die rating is a function of movement (see notes under **Table 2: Ship Characteristics** for details), the Sea Sprite possesses a modified pursuit die rating of 1d6+8, and Hullbiter has a modified rating of 1d6+7. Each ship's sailing and rowing complement consists of Mates. **Table 12: Crew Experience and Maneuverability** indicates that no further modification to the pursuit rating occurs.

Both Captains roll their pursuit dice. Captain Lara rolls a 13 for the Sea Sprite, while the DM rolls a 10 for Nathan's ship. Lara clearly wins this round's Maneuvering phase. To see the effects of this victory, the DM looks at **Table 13: Maneuverability and Combat**. According to this table, the Sea Sprite must subtract the Hullbiter's pursuit roll from its own and compare the difference to **Table 14: Range Changes**. The difference is 3 (13–10=3). Thus, according to the range changes table, the Sea Sprite increases the distance between itself and the pirate ship by 300 yards during the first 10 minutes of the encounter. Nathan Fane sputters and shakes his fist at the calm captain of the rapidly dwindling Sea Sprite.

If the pirate wished to continue pursuing the dromond, a new naval combat round would begin. Since the distance between the two ships is now 1100 yards, this round would last 30 minutes (see **Table 11: Naval Combat Rounds**) and the rowers on each ship would have to check for fatigue (see Rower Endurance for details)
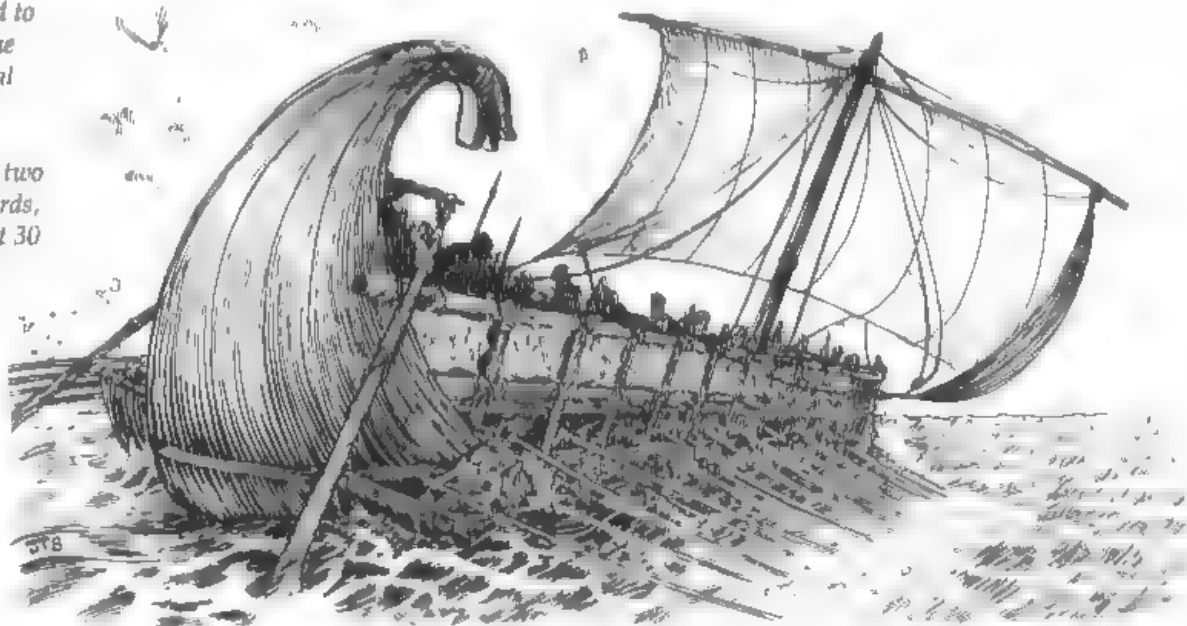
Action Phase

During this phase, each ship performs any actions declared in the Maneuvering phase—such as boarding or ramming. Actions that don't require any declaration, such as firing missiles or casting spells, also occur in this phase. Some combat actions might receive modifiers from the results of the Maneuvering phase and possibly from previous morale checks (see the **Morale** section in the Resolution phase).

Actions are resolved in the following order:

- Missile and artillery attacks.

- Ramming Attempts

- Boarding Attempts

- Boarding Melees

When two ships attempt the same thing, the two actions are resolved simultaneously
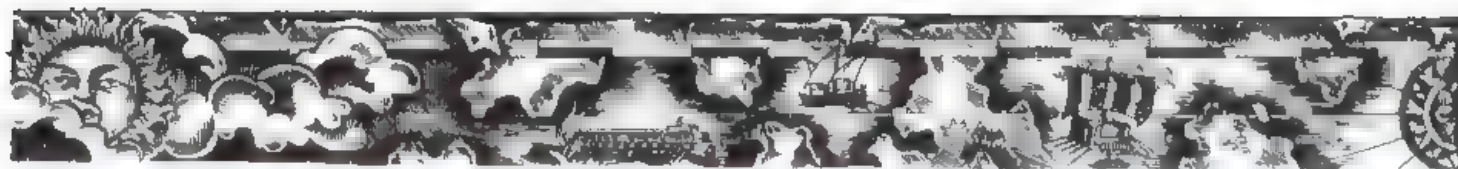
Table 15: General Naval Combat

d20 Roll	1*	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25**
																	Adjusted Hit Number								
1	8	7	6	5	5	4	3	2	2	2	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0
2	8	8	7	6	6	5	4	3	3	3	2	2	2	2	1	1	0	0	0	0	0	0	0	0	0
3	9	8	7	6	6	5	4	4	4	4	3	3	3	2	1	1	1	0	0	0	0	0	0	0	0
4	9	8	8	7	6	5	4	4	4	4	4	4	3	2	1	1	1	0	0	0	0	0	0	0	0
5	9	8	8	7	7	6	5	4	4	4	4	4	3	3	2	1	1	1	0	0	0	0	0	0	0
6	9	9	8	7	7	6	5	4	4	4	4	4	4	3	2	2	1	1	0	0	0	0	0	0	0
7	9	9	8	7	7	6	5	5	5	5	5	5	4	4	2	2	1	1	0	0	0	0	0	0	0
8	9	9	8	8	7	6	5	5	5	5	5	5	4	4	2	2	2	1	1	0	0	0	0	0	0
9	10	9	9	8	7	6	6	5	5	5	5	5	5	4	3	2	2	1	1	0	0	0	0	0	0
10	10	9	9	8	8	6	6	6	5	5	5	5	5	4	3	2	2	1	1	0	0	0	0	0	0
11	10	9	9	8	8	7	6	6	6	6	5	5	5	4	3	2	2	1	1	0	0	0	0	0	0
12	10	9	9	8	8	7	6	6	6	6	6	5	5	5	3	3	2	1	1	0	0	0	0	0	0
13	10	9	9	8	8	8	7	6	6	6	6	6	5	5	3	3	2	2	1	1	0	0	0	0	0
14	10	10	9	9	8	8	7	7	7	7	6	6	6	5	4	3	3	2	1	1	0	0	0	0	0
15	10	10	9	9	8	8	7	7	7	7	7	6	6	5	4	3	3	2	1	1	0	0	0	0	0
16	10	10	9	9	9	8	8	7	7	7	7	6	6	5	4	3	3	2	2	1	1	0	0	0	0
17	10	10	10	9	9	8	8	8	7	7	7	7	6	6	4	4	3	2	2	1	1	1	0	0	0
18	10	10	10	9	9	9	8	8	8	8	7	7	7	6	5	4	4	3	2	1	1	1	1	0	0
19	10	10	10	10	9	9	8	8	8	8	8	7	7	6	4	4	4	3	2	2	1	1	1	1	0
20	10	10	10	10	10	10	9	9	9	9	9	8	8	7	6	5	5	4	3	2	2	1	1	1	1

* or less
** or more

Table 16: Hits from Excess Attack Factors

Extra Factors	Result from Table 15										
	0	1	2	3	4	5	6	7	8	9	10
1	0	0	0	0	0	0	0	0	0	1	1
2	0	0	0	0	1	1	1	1	1	2	2
3	0	0	0	1	1	1	2	2	2	3	3
4	0	0	1	1	1	2	2	3	3	3	4
5	0	0	1	1	2	2	3	3	4	4	5
6	0	0	1	2	2	3	3	4	5	5	6
7	0	1	1	2	3	3	4	5	5	6	7
8	0	1	1	2	3	4	5	5	6	7	8
9	0	1	1	2	3	4	5	6	7	8	9

Missile Attacks

Naval archery can soften up the resistance on opposing ships before a boarding action and slow down fleeing ships by killing rowers and other sailors. In addition, flaming arrows can ignite sailcloth and other flammable objects on enemy ships.

A vessel's marines serve as its archers; however, archers require clear fields of fire as well as fairly secure, steady places to stand. No matter how many marines a ship actually carries, only a limited number can serve as archers at any given time, as noted in the following table:

Table 17: Naval Archers

Vessel Size	Maximum number of archers
Small	5
Medium	20
Large	30
Very Large	40

Naval missile attacks work just like normal missile attacks, except that missiles are fired in groups. Each archer contributes one missile factor to the attack. Artillery weapons each contribute the number of factors shown on **Table 21: Artillery**. The player controlling the attacking ship selects a target vessel and rolls 1d20 for every 10 missile factors. The attackers' THAC0 and the targets' Armor Class determine the basic number needed to score a hit, though that value is subject to modification for range and any bonuses or penalties incurred during the Maneuverability phase (see **Table 13: Maneuverability and Combat**). If the attackers have different THAC0s, use the most prevalent THAC0 in the group. If the targets have different Armor Classes, use the most prevalent Armor Class in the group.

Once the DM knows the required attack number, check **Table 15: General Naval Combat**, cross-referencing the number required for a hit with each die roll. The result indicates the number of hits inflicted on the opposing ship. If the number of missile factors is not evenly divisible by 10, roll once on Table 15 for the remnant and then roll on **Table 16: Hits From Excess Attack Factors** to determine how many extra hits occur.

Each hit has the potential to inflict one hit die of damage to crew and passengers aboard the opposing ship. After determining the number of hits, the player then rolls on **Table 18: Missile Hit Allocation** to see where each hit lands.

When creatures aboard a ship suffer damage from a naval missile attack, pool their hit dice and inflict enough casualties among them to account for all the damage. That is, if a group of 20 hobgoblin marines (one hit die each) suffer five dice of damage from a missile attack, five hobgoblins die. If the defenders are creatures with multiple hit dice, one must die before any others suffer damage. If the attacks don't inflict enough damage to slay a creature outright, it is merely wounded, but damage from further attacks affects wounded creatures first. For example, if a group of 10 ogres (4+1 hit dice each) suffers 6 dice of damage, one ogre is killed and another is wounded, with two hit dice remaining. Bonus hit points of +3 or more count as an extra hit die and

bonuses of +2 or less are ignored. For purposes of naval combat, all creatures have at least one hit die.

When missile fire strikes a target divided into several groups, such as marines (who might be divided into archers, boarders, artillerists, firefighters, and unassigned crewmen), the player controlling the target ship decides where the casualties occur. Boarding combat is an exception. Whenever two ships become involved in a boarding action, the player controlling the ship making the missile attack can direct his archer's fire at the onrushing boarders. The attacker must still roll on Table 18 to see where any hits fall, but hits against marines must be taken from the boarding party first.

Incendiary Attacks

Occasionally, archers shoot fiery arrows at an opposing vessel's sails or decks; artillery weapons, too, can fire incendiaries. The practice poses some danger to the attacking ship, however, as incoming attacks from the opponent vessel can damage or scatter the incendiaries and start fires.

A ship's crew can prepare one to four volleys of incendiary missiles during any 1-minute round in which it has unassigned crewmen or marines not engaged in combat or reloading. The player controlling the ship decides how many volleys to prepare. Incendiaries cannot be fired during the round in which they are prepared, but remain ready until fired or thrown overboard.

Weapons firing incendiaries suffer a range reduction of one third, rounded down (except for greek fire projectors, see page 44). The procedure for firing incendiaries is the same as for firing at personnel, as described above, except the target is the ship, which is considered armor class 10. Greek fire projectors work differently (see page 44).

For each hit scored, roll once on **Table 19: Incendiary Hit Allocation**. For each fire started, roll once on **Table 20: Fires** to determine the fire's size.
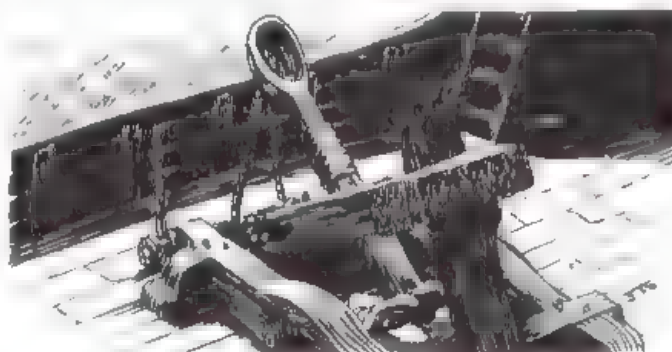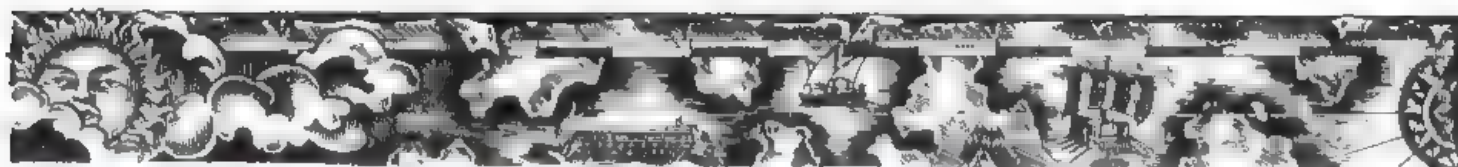
Table 18: Missile Hit Allocation

Die Roll (d10)	Target Defense Rating				
	A	B	C	D	X
1	—	—	—	—	n/a
2	—	—	—	—	n/a
3	—	—	—	Sailor	n/a
4	—	—	Sailor	Rower	n/a
5	—	Sailor	Rower	Rower	n/a
6	Sailor	Rower	Rower	Rower	n/a
7	Sailor	Rower	Rower	Marine	n/a
8	Marine	Marine	Marine	Marine	n/a
9	Marine*	Marine*	Marine*	Marine*	n/a
10	Special	Special	Special	Special	n/a

Sailor: The target vessel's contingent of sailors loses one hit die. If the target has no sailors, the vessel's rowers suffer damage instead.

Rower: The target vessel's contingent of rowers loses one hit dies. If the target has no rowers, the vessel's marines suffer damage instead.

Marine: The target vessel's contingent of marines loses one hit die. Note that marines include archers, artillerists, boarders, firefighters, or unassigned crew; the defending player chooses which group is hit. If the vessel has no marines, the hit has no effect.

Special: The ship's captain, officers, or special passengers (such as PCs and important NPCs) suffer a hit. The DM should determine which individual is struck by a random dice roll.

* Also roll once on **Table 19: Incendiary Hit Allocation** if the target vessel carries a greek fire projector or has prepared any incendiary missiles.

Table 19: Incendiary Hit Allocation

Die Roll (d10)	Target Defense Rating				
	A	B	C	D	X
1	Fire, crippling	Fire, crippling	Fire, crippling	Fire, crippling	***
2	Fire, crippling	Fire, crippling*	Fire, hull	Fire, hull*	***
3	Fire, crippling*	Fire, hull	Fire, hull*	Fire, hull**	***
4	Fire, hull	Fire, hull*	Fire, hull**	—	***
5	Fire, hull	Fire, hull**	—	—	***
6	Fire, hull**	—	—	—	***
7	—	—	—	—	***
8	—	—	—	—	—
9	—	—	—	—	—
10	—	—	—	—	—

* Also roll once on **Table 18: Missile Hit Allocation** to determine personnel casualties. Note that this roll might result in additional fires.

** Also roll twice on **Table 18: Missile Hit Allocation** to determine personnel casualties. Note that these rolls might result in additional fires.

*** Vessel destroyed by fire

Table 20: Fires

Die Roll (d10)	Fire Size
1	d4
2-5	d6
6-9	d8
10	d10

Effects of Fires: When a fire starts, it immediately inflicts hull or crippling damage on the target vessel, depending on its location (from Table 19). To determine damage, roll the die type shown on Table 20. When a fire inflicts maximum damage, it immediately grows to the next larger size and starts a second fire; hull fires spread to the rigging or oars, and crippling fires spread to the hull. The steps after d10 are d12 and d20 (the maximum size).

If the target ship has firefighters ready, they can try to fight the blaze, but not before it inflicts damage. Roll one die equal to the fire's size for each firefighter. On a roll of 1, the fire goes out, otherwise, it keeps burning. Each firefighter can work on only one fire at a time. If a ship has several fires, all its firefighters must be assigned before rolling any dice. If a fire is not put out when it starts, it continues to inflict damage every minute until it goes out or the ship is consumed. Firefighters can continue to battle it each minute.

Artillery

If not used to contribute to missile attacks, a ship's artillery can be aimed directly at opposing ships. Each weapon's particulars are noted on **Table 21: Artillery**.

To conduct an artillery attack, the controlling player selects a target ship for each piece of artillery firing and notes the target's effective Armor Class.

• Ballistae targets are effectively AC 10

• Catapult and trebuchet targets are effectively AC 0

• Greek fire projector targets are effectively AC 5

The effective THAC0 for the attack varies with the artillery weapon and is shown on Table 21. If an attack hits, the target ship rolls once on **Table 22: Artillery Effects**. Each hit inflicts the damage listed on Table 21 to the target ship. Table 22 shows where the damage occurs, along with any special effects.

Table 21: Artillery

Weapon	Range M/S/M/L	Damage Crew/Ship	Crew	ROF	THAC0	Cost	Space
Ballista, light	-/8/16/24	3/-	1	1/2 (5)	12	400	5 (1)
Ballista, medium	1/10/20/30	6/1d3	2	1/3 (3)	14	600	10 (3)
Ballista, heavy	2/12/24/36	6/1d4+2 (+1)	4	1/4 (2)	17	800	15 (5)
Catapult, light	15/ / -/32	5/1d2 (+1)	1	1/2 (5)	14	500	6 (1)
Catapult, medium	15/ -/ /32	10/1d3+1 (+2)	3	1/3 (3)	15	700	12 (3)
Catapult, heavy	18/ -/ -/36¹	15/2d4 (+3)	5	1/4 (2)	16	1,000	18 (5)
Greek Fire Projector²	--/2/4/6	Special	2	1/4	10	1,000	10 (5)
Trebuchet³	24/--/--/48¹	20/4d4 (+4)	8	1/4 (2)	17	1,500	---

Range: Each weapon's range is subdivided into minimum, short, medium, and long categories—all numbers are in tens of yards. If a target is within a weapon's minimum range, the weapon cannot hit the target. For example, a medium ballista cannot hit unless it is more than ten yards away. At short range, a weapon has the normal chance to hit a target. At medium range, a weapon has a -2 attack roll penalty. At long range a weapon has a -5 attack roll penalty (catapults are the exception, see note 1 on the next page). A weapon loaded with incendiaries suffers a one-third (rounded down) reduction in range (a weapon's minimum range rating also decreases when firing incendiaries).

Damage. Artillery weapons can be aimed either at a ship's occupants or at the ship itself. The number before the slash indicates the number of points the weapon can contribute to the ship's firepower during a missile attack against an enemy crew (see page 41). The number after the slash is the amount of damage the weapon inflicts if it strikes a ship. The number in parentheses is the bonus added when rolling on **Table 22: Artillery Effects**.

ROF: This indicates how often the weapon can fire. The first number indicates the weapon's rate of fire in one-minute rounds. The number in parentheses is the weapon's rate of fire during ten-minute rounds. A weapon can fire at its full rate only if fully crewed (see next page).

Crew: The number of people required to operate the weapon. If the number of people manning the weapon is less than the required number, the weapon's rate of fire decreases by one for every person missing. For example, a medium ballista manned by a single crewman would fire once every four one-minute rounds and only twice in a ten-minute round.

THAC0: This is a function of the artillery weapon, not its crew (but see page 41).

Cost: The weapon's price in gold pieces. The cost includes the expense of installing the weapon on a ship.

Space: Every piece of artillery occupies space on a ship's deck. The first number indicates how many units of deck space the weapon occupies. The parenthetical is the amount of cargo space (in tons) the ship loses when carrying the weapon; this reflects the extra bracing added to the ship's structure to support the weapon and space allocated to ammunition storage. Only ships with defense classes of A, B, or C can mount artillery; such ships have one unit of deck space available for each hull point they have when undamaged. For example, a caravel has 54 units of deck space available for artillery. To mount a piece of artillery, the ship must have *both* the required deck space and cargo capacity available. Usually, ships without cargo capacity cannot mount artillery, though triremes are exceptions; see page 14.

1. The usual –5 attack modifier for long range does not apply to catapults or trebuchets.

2. A greek fire projector can only launch incendiary attacks, and suffers no range penalties for doing so (see page 41 for details). Vessels can mount only a limited number of greek fire projectors. Small vessels cannot mount any. Medium ships can mount only one, in the bow. Large and Very Large ships can mount two, at the bow and stern. Each projector still occupies 10 units of deck space. Vessels with less than 10 hull points cannot mount a greek fire projector regardless of size.

A greek fire projector must make its own attack roll vs. Armor Class 5 with a THAC0 of 10 (no matter what the crew's THAC0 value is). A hit always starts one hull fire. In addition, roll five times on **Table 18: Missile Hit Allocation**, and five times on **Table 19: Incendiary Hit Allocation**. Do not roll on **Table 22: Artillery Effects** for greek fire hits. Defense Class X vessels hit by greek fire are automatically destroyed. If aimed at boarders, a greek fire projector automatically inflicts 10 hits.

3. Trebuchets are too large and unwieldy to mount aboard ships. They might, however, be employed in coastal fortifications to defend against attacking ships.

Table 22: Artillery Effects (2d10)

Roll	Effect
1 or less	Glancing Blow: target suffers no damage
2-3	Partial Hit: –2 points of Crippling damage (minimum of 1)
4-5	Partial Hit: –1 point of Crippling damage (minimum of 1)
6-10	Rigging/Oar Hit: normal Crippling damage
11-12	Partial Hull Strike: 1 point of Hull damage
13-14	Hull Strike: normal Hull damage
15	Rigging/Oar Hit: normal Crippling damage plus Personnel Casualty
16	Hull Strike: normal Hull damage plus Personnel Casualty
17-18	Critical Hit: roll on **Table 23: Artillery Critical Hits**
19	Critical Hit: roll on Table 23 plus Personnel Casualty
20+	Critical Hit: attack inflicts normal Crippling *and* Hull damage plus Personnel Casualty and roll on Table 23

Notes to Table 22

Defense Class X vessels always suffer normal Crippling *and* Sinking damage if struck by artillery. Roll on this table, however, to see if the artillery inflicts a critical hit. Class X vessels suffer double damage from any critical hit (do not roll on Table 23).

Personnel Casualty: The artillery hit causes secondary damage to the crew (from splintering wood, falling debris, or actual crew hits). Roll once on **Table 18: Missile Hit Allocation.** The group indicated suffers three hits.

Table 23: Artillery Critical Hits (2d4)

Die Roll	Effect
2	Hull Smashed
3	Crippling Strike
4-5	Tactical Strike
6	Artillery Hit/Crew Casualty
7	Ram Smashed
8	Hull Smashed

Notes to Table 23

Hull Smashed: The artillery attack destroys a section of the target ship's hull. The ship in question suffers an additional 2d6 points of hull damage and must make a Seaworthiness check in the Resolution phase of this naval combat round to avoid sinking (see page 52). If the check succeeds, the ship still founders in 1d10 hours unless beached or repaired. Remember that hull damage reduces a ship's Seaworthiness rating (see Table 28), the damaged ship must use its reduced rating (if any) for the required Seaworthiness check.

Crippling Strike: The artillery hit severely damages a ship's rigging (if sail-powered), oars (if rowed), or both. The damaged vessel suffers an extra 2d6 points of crippling damage. In addition, the vessel's sailors or rowers suffer three hits. Ships moving under sail lose sailors. Ships moving under oars lose rowers. If the ship is moving under both sail and oars, the player controlling the target ship can allocate the three hits among the ship's sailors and rowers as he sees fit.

Tactical Strike: The artillery strikes the target ship in an important or vulnerable area. The ship in question suffers twice the normal damage indicated on Table 21. If the vessel is armed with a greek fire projector or has incendiary missiles prepared, roll twice on **Table 19: Incendiary Hit Allocation** to see if any fires start on board.

Artillery Hit (Artillery-bearing vessels only): The attacking ship's strike actually destroys an artillery weapon on the target ship. (Destroyed weapons must be replaced; crewmen cannot repair them.) In addition, the vessel's artillerists suffer three hits. Roll randomly to determine which weapon is destroyed. If the destroyed weapon is a greek fire projector, the target ship automatically suffers one hull fire and rolls five times on Table 19 to see if additional fires start.

Ram Smashed: The artillery hit completely destroys a vessel's ram, reducing the target's Ram Factor to 0. Do not roll for additional damage. In addition, the ship in question loses 1d6 hull points. Ships normally possessing a Ramming Factor of 0 (those not equipped with a ram) simply lose 1d6 hull points.

An Example of Missile and Artillery Fire

During a routine patrol, the valiant crew of the great galley Discord *engages the bloodthirsty and barbaric pirates of the dread dromond* Strömbreaker *and her evil captain, Bruis Blackheart (run by the DM). The two ships are just 100 yards apart, thus naval combat rounds occur in one minute. The* Strömbreaker *wins the Maneuvering phase of the first combat round.*

Devilishly clever, Captain Bruis Blackheart closes the range between the two vessels to 50 yards so as to make full use of his archers and the three medium ballistae mounted on his ship. Unfortunately for the Discord, *its captain ordered a ramming action. Since it lost the Maneuvering phase, it could not close the distance enough to ram (see* **Table 13: Maneuverability and Combat**). *Now, the vessel is a sitting target for the* Strömbreaker's *missile attacks. Worse still, the* Discord's *archers cannot attack this round, as they put down their weapons and prepared for the shock of collision.*

Since the Strömbreaker *is a Very Large ship (see* **Table 38: Ship Combat Statistics** *for details), it can only use 40 archers at a time. This is small consolation to the crew of the* Discord, *as the pirate ship loads two of its three medium ballistae with anti-personnel shot (smaller rocks and metal designed to kill crewmen and marines) and fires a large rock from the remaining ballista at the ship itself.*

To resolve these attacks, the Dungeon Master first adds up all of the missile factors from the missiles aimed at the crew (that is, the number of archers plus the artillery factors of two ballistae), for a total of 52 (40 for the number of archers plus 12 for the missile factors of the two ballistae— see **Table 21: Artillery**). *The DM then rolls on* **Table 15: General Naval Combat** *once for every 10 missile factors, for a total of five rolls. The Dungeon Master would also check* **Table 16: Hits From Excess Attack Factors** *to determine how much damage (if any) the remaining 2 missile factors inflict on the* Discord.

To use Table 15 effectively, the DM needs to know the most prevalent Armor Class of the Discord's *crew (in this case 10) and the most prevalent THAC0 of the* Strömbreaker's *archers. (In this case, the THAC0 for all missile attacks is 20; even though the medium ballistae have their own THAC0, the most prevalent THAC0 on the* Strömbreaker *stems from its 40 firing archers and not its 12 missile factors worth of artillery.) Once the Dungeon Master knows this information, he computes the attackers' adjusted hit number, factoring in any modifiers for range. Since the ships are 50 yards apart no missile attacks suffer any range modification. Therefore, the* Strömbreaker's *adjusted hit number is 10. The DM rolls 5 times on Table 15, cross references the die roll numbers with the adjusted hit number, and adds the results together. In this case, the number of hits totals 32.*

To resolve the remaining 2 missile factors (remember there were a total of 52 missile factors), the DM rolls once on Table 15 and cross references that result with the number of extra factors on **Table 16: Hits From Excess Attack Factors**. *In this case, the DM scores 1 additional hit based on the results of Table 16, for an overall total of 33 missile hits.*
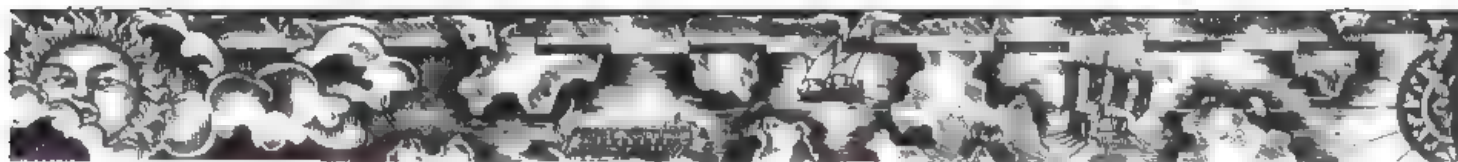
Now, the DM must check Table 18: Missile Hit Allocation to find exactly where each of the 33 missiles struck. To use this table, the DM simply finds the Discord's Defense Class Rating (a great galley is Defense Class B according to Table 38: Ship Combat Statistics), rolls a d10, and consults the appropriate column. In this case, the Dungeon Master does not want to roll a d10 33 times and opts to roll only 13 times, counting the results of the first 10 rolls three times each. As a result of checking on Table 18, the Strömbreaker's first missile attack hits 5 sailors, 15 rowers, 3 marines, and 2 officers. The remaining 7 hits have no effect according to Table 18.

Finally, the Dungeon Master must resolve the remaining ballista attack. Since Bruis Blackheart ordered this attack on the Discord itself, the process is different. This time, the DM finds the artillery's THAC0 and the target ship's Armor Class rating to determine the probability of a hit. (Ballista targets possess AC ratings of 10 according to the Artillery section of the Action phase.) The DM makes a regular attack roll for Blackheart's ship and strikes the Discord with an 18 on a d20.

The DM then rolls 2d10 on Table 22: Artillery Effects to determine the overall damage of the artillery attack. In this case the DM rolls a 13, indicating a Hull Strike. The pirates' artillery attack causes 1d3 points (according to Table 21: Artillery) of hull damage to the Discord. Captain Bruis Blackheart cackles gleefully as he orders his archers and artillerists to reload!

Ramming

Many warships possess rams designed to breach the hulls of enemy ships. These rams offer a quick way to smash and sink opposing vessels. DMs should note that only oared ships can perform ramming maneuvers, as sailing vessels do not possess sufficient maneuverability to make ramming a viable tactic.

Optional Rule: Ramming and Boarding Actions

In naval combat, ramming often precedes boarding actions, as the maneuver brings the opposing ships into physical contact. Ships that inflict more than a *glancing strike* during a ramming maneuver receive +2 on their boarding rolls if they choose to board during the next Action phase (see the section marked Boarding for more details).

Likewise, ships that inflict only glancing strikes, or miss, or suffer damage themselves become subject to boarding by the target vessel, which receives no bonus to the roll

Each ship capable of ramming possesses a Ramming Factor (RF). The RF is a number between 1 and 4; the higher a ship's RF, the more effective it is at ramming. Add the RF to the attacking ship's Ramming roll every time that ship attempts a ramming maneuver.

In addition, the size and tonnage of a ship influence its ability to damage other ships. Larger ships, for example, often inflict greater damage when ramming smaller ships. Ramming vessels receive a +1 bonus to their Ramming roll for every size category greater they are than their target ship. A Very Large ship, for example, is 2 sizes greater than a Medium ship, and thus receives a bonus of +2 on its Ramming roll. Conversely, smaller ships do not inflict as much damage on larger ships. Thus, ramming ships suffer a –1 penalty for every size category smaller they are than their target ship. A Small ship attempting to ram a Medium vessel would suffer a –1 penalty to its roll, as the attacking ship is one size category smaller than its target.

To determine the success of a ramming action, add any size and RF modifiers with those combat modifiers incurred during the Maneuverability phase. Since an actual ramming action encompasses a number of complex factors, it is possible for an attacking ship to suffer as much, if not more, damage than its target.

Most ram attempts are aimed at sinking the opposing vessel, but if the target has oars, a ram can be directed at the oars with an eye toward crippling the target instead.

In the event that two or more ships attempt to ram each other during the same combat round, the DM should consider the winner of the Maneuvering phase as the ramming ship; the loser of the Maneuvering phase becomes the target and may not attack the ramming ship on the same round.

No matter what the result of a ramming attack, the opponents must wait one round before attempting to ram again, as the two vessels must maneuver away from each other to get enough space for a ramming run.
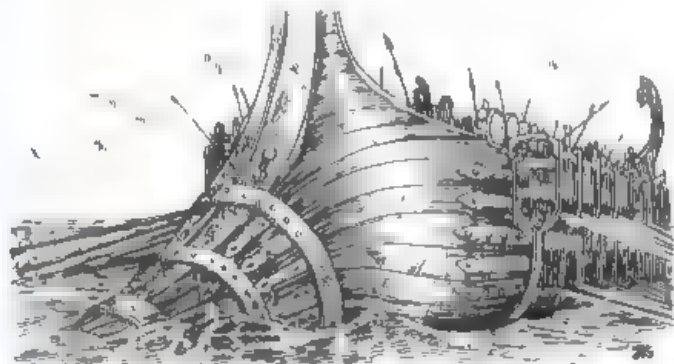
Table 24: Ramming Action Results (2d6)

Modified Die Roll	Result
1 or less	Ramming Ship suffers Critical Miss
2	Ramming ship loses 4d6 damage points
3	Ramming Ship loses 3d6 damage points
4	Ramming Ship loses 2d6 damage points
5-6	Complete Miss
7	Glancing Strike: Target loses 1d6 damage points
8	Target loses 2d6 damage points
9-10	Target loses 3d6 damage points
11	Target loses 4d6 damage points
12-14	Target suffers Critical Hit
15	Target suffers Critical Hit and loses 2d6 damage points
16	Target suffers Critical Hit and loses 3d6 damage points
17	Target suffers Critical Hit and loses 4d6 damage points
18+	Deadly Strike

Notes:

Critical Miss and Critical Hit: These effects appear on Tables 25 and 26. Roll the appropriate dice indicated by the particular table to discover the effect of a Critical Hit or Miss

Complete Miss: This result indicates that the target ship avoids the ramming action. The ramming ship cannot attack again this combat round.

Attacking Ship Loses Damage Points: The attacking ship loses the indicated number of hull points (if the ramming attack was directed against the hull) or crippling points (if the attack was directed against the oars). If the ship has rowers, they suffer as many dice of damage as their ship suffered. During the Resolution phase, the DM determines whether the damage affects the ship's Seaworthiness (see page 52).

Defending Ship Loses Damage Points: The defending ship loses the indicated number of hull points (if the ramming attack was directed against the hull) or crippling points (if the attack was directed against the oars). If the ship has rowers, they suffer as many dice of damage as their ship suffered. During the Resolution phase, the DM determines whether the damage affects the ship's Seaworthiness (see page 52)

Deadly Strike: The attacking ship has damaged a significant portion of the target's hull. This result is possible even if the attack was aimed at the oars—the

two vessels collided. The target ship loses half its original hull points. (A ship with a normal total of 24 hull points would lose 12 hull points as a result of the ram.) The target ship must also make a successful Seaworthiness check at its current rating (see page 52) with an additional –2 penalty. If the check fails, the ship sinks (see page 52). If the check succeeds, the ship still founders in 1d10 hours unless beached or repaired.

Table 25: Ramming Critical Miss Results (2d4)

Die Roll	Result
2	Ram Shatters
3	Oars Sheared/Sails Tear
4	Ram Damaged
5	Fouled Oars/Rigging
6	Poor Tactical Position
7	Collision
8	Ram Shatters

Ram Shatters: The attacking ship rams the target with a *glancing strike*, which causes the target ship to lose 1d6 hull points (even if the attack was aimed at the oars). The blow shatters the attacking ship's ram, reducing the ship's Ramming Factor to 0. In addition, the attacking ship must attempt a Seaworthiness check with a –3 penalty to see if the shattered ram opens a hole in its hull; failure indicates that the ship does indeed have such a hole. Ships damaged in this way founder in 1d10 hours unless beached or repaired. Ships without a ram (those with a Ramming Factor of 0) must still make a Seaworthiness check to avoid foundering.

Oars Sheared/Sails Tear: The target ship barely avoids the ramming vessel. If the attacker is under oar power, the proximity of the two ships causes one side of the attacking ship's oars to break against the hull of the target ship. This event cripples ships powered solely by rowers. Vessels that also possess sails may move at their normal sailing movement rates. The event kills half the ship's rowers.

If the attacker is under sail power, its sails and rigging tear under the stress from the complex maneuvering involved in combat. Ships without oars are effectively crippled. Vessels that possess oars may move at their normal oared movement rates. The event kills half the ship's sailors.

If the attacker employs both sails and oars, roll 1d6.

On a roll of 1-3, the attacker's oars are sheared. On a roll of 4-6, the attacker's sails tear

Ram Damaged: The attacking ship rams the target with a *glancing strike*, which causes the target ship to lose 1d6 hull points (even if the attack was aimed at the oars). The blow damages the attacking ship's ram, reducing its Ramming Factor by 1. Ships without a ram (those with a Ramming Factor of 0) must make a successful Seaworthiness check with a −2 penalty or lose 2d6 hull points

Oars/Rigging Foul: The rowers aboard the attacking ship fall out of rhythm or the attacker's sails and rigging get tangled up (or both). The attacking ship cannot complete its ramming attack and the ship's movement is reduced by two thirds of its base rate for the remainder of the round

Poor Tactical Position: Not only did the attacking ship miss its target, but its poor tactical position gives an advantage to its opponents. Ships with this result receive a −3 penalty to their maneuverability checks during the Maneuvering phase next combat round.

Collision: The attacking ship strikes a natural object (rock, coral reef, etc.) or floating debris during its ramming action and loses 2d6 hull points (even if the attack was aimed at the oars). Ships receiving this result during a battle fought in or near shallows or coral infested areas should make a Seaworthiness check to see if they run aground.

Table 26:
Ramming Critical Hit Results (2d4)

Die Roll	Result
2	Deadly Strike
3	Oars Sheared / Mast Cracked
4	Crew Stunned
5-6	Tactical Advantage
7	Crippling Strike
8	Deadly Strike

Deadly Strike: See notes to Table 24 for details. In addition, the ramming ship must attempt a maneuverability roll. If the result is six or less, the ramming ship becomes stuck in the hull of the target vessel. Once stuck, a ship cannot move or maneuver until freed. Stuck ships can try to break free during the Action phase of the next naval combat round. To get free, the ship must roll a 4 or more on 1d6. The ship cannot attempt any other maneuvers during the process, however, and only half the normal

complement of crew and warriors can participate in any combat action. (The other half work on freeing the ship, and count as unassigned crewmen for purposes of missile hit location.) If the ship makes no combat actions at all, but devotes its entire crew to freeing the stuck ship, it gains a +2 bonus to the roll. If the roll fails, the ship can try to get free again during the next combat round, but suffers a cumulative -1 penalty to the roll

If the target ship begins sinking, it drags the ramming ship down with it unless the latter gets free before the target ship sinks completely.

Oars Sheared/Mast Cracked: If the target ship is oar powered, the ramming ship strikes it in such a way that it shatters the target's oars. The impact reduces the target ship's rowing movement rate to 0. Vessels that also possess sails may move at their normal sailing movement rates. Half the target ship's rowers die.

If the target ship is under sail power, the force of the ramming attack topples its rigging. This result reduces a ship's sailing rate to 0, though vessels that possess oars may move at their normal oared movement rates. Half the target ship's sailors die.

If the target ship was moving under both sails and oars, roll 1d6. On a roll of 1-3, the target's oars are sheared. On a roll of 4-6, the target's rigging topples.

Crew Stunned: The impact from the ramming attack knocks down and stuns all crew members and passengers on the target vessel. The target vessel cannot move or participate in combat for the remainder of the combat round. In addition, it suffers a −4 penalty on its maneuverability check during the Maneuvering phase of the next combat round. PCs on board ships so struck must make successful saving throws vs. breath weapon to avoid the stunning effect; PC spellcasters have their spells interrupted regardless of whether or not their saving throws are successful.

If the target ship has a greek fire projector or has prepared any incendiary missiles, one hull fire starts; roll five times on Table 19 to see if any more fires occur.

Tactical Advantage: The angle and force of the ramming attack grants the ramming vessel a tactical advantage. The attacking ship receives a +3 bonus to its maneuverability check and a +2 bonus to any boarding action during the next naval combat round.

Crippling Strike: The ramming vessel strikes a particularly vulnerable section of the target ship. As a result, the target ship's movement rate decreases by two thirds of its base rate and it suffers a −3 penalty to all subsequent maneuverability checks. In addition, the target vessel loses a quarter of its normal total hull or
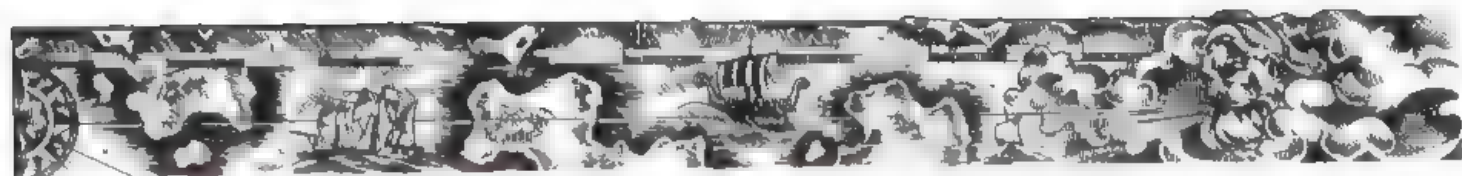
crippling points (round fractions up), depending on whether the ramming attack was intended to sink or cripple the ship. Thus, a ship that typically possesses 24 hull points would lose 6 hull points.

If the ramming attack was directed at the target ship's hull and the target ship has a greek fire projector or has prepared any incendiary missiles, roll twice on Table 19 to see if any fires start on board.

An Example of Ramming

After suffering damage at the hands of the merciless pirate, Bruis Blackheart, the dashing captain of the Discord orders his great galley on a ramming course. Since the Discord and the Strömbreaker are only 50 yards apart, naval combat rounds last one minute and both ships use their maneuverability dice to determine the winner of the Maneuvering phase.

Bruis wishes to maintain the range between the vessels and chooses to flee the charging great galley in an attempt to avoid its ram. Both ships roll their maneuverability dice. Since the Discord and Strombreaker currently operate under sails and oars, they use the first maneuverability die rating indicated on Table 38: Ship Combat Statistics. The great galley rolls an 8 while the pirate dromond rolls a 4; the Discord wins the maneuvering phase by twice the amount of the Strömbreaker's maneuverability score!

The Dungeon Master checks Table 13: Maneuverability and Combat and discovers that the Discord's victory allows it to close up to 80 yards this naval combat round (see the notes to Table 13 as well as Table 14: Range Changes)—more than enough for it to ram the cold-blooded pirates. In addition, the galley's victory gives it a +2 bonus on its ramming combat roll this round. According to the order of battle in the Action phase (see the Action phase overview on page 39), however, the Strömbreaker can fire arrows before the Discord rams it. The DM resolves this missile combat as described earlier, and the valiant crew suffers more damage.

The DM now turns to Table 24: Ramming Action Results and rolls 2d6, adding the Ramming Factor of the Discord (4) and the maneuverability ramming bonus (2) to the roll. The number rolled will determine the effect of the galley's ramming action. The Discord's player receives a modified roll of 13 (natural roll of 7 plus 6 for Ramming Factor and ramming combat bonuses). Table 24 indicates that the Strömbreaker receives 2d6 points of hull damage. The Discord's crew cheers as it strikes the pirate vessel for 6 points of hull damage!

Boarding

Boarding is a two-stage process which requires the attacking ship to throw out grapples and secure the target ship *before* sending over marines to attack. In the AD&D naval combat system, these two stages occur during the Action phase of the combat round. The results from the attacker's boarding action die roll (listed on **Table 27: Boarding Action Results**) determine the success of the maneuver. To board another vessel, a ship must reduce the distance between it and its opponent to zero. If two ships try to board each other in the same round, the winner of the maneuvering roll is considered the attacker. If the two ships did not make a maneuvering roll in the previous round because they were grappled together (or because of a ramming attempt) the ship that won the last maneuvering roll is considered the attacker.

Boarding Factors

Every marine assigned to a boarding party represents one boarding factor. Note that marines can serve as archers, provided that their ship carries enough personal missile weapons to equip them for missile combat

A vessel can also increase its boarding factors by leaving a skeleton crew to operate the ship and adding the "non-essential" sailors to its boarding party. DMs can find the minimum number of sailors required for each ship on **Table 2: Ship Characteristics.** Remember that ships utilizing skeleton crews can only move at one half their maximum movement rate (before modifying for wind strength and course relative to the wind).

During a boarding action, Dungeon Masters should note the total boarding factors of each ship involved; a vessel with significantly more boarding factors than its opponent has a greater chance of succeeding with or repulsing a boarding action. The DM simply compares the attacker's and defender's boarding factors and subtracts the lower number from the higher, then modifies the boarding action die roll by one for every five points of difference between the two ships' boarding factor totals. If the attacker has more boarding factors that the defender, add the modifier to the boarding action die roll. If the defender's boarding factors exceeds the attacker's, subtract the modifier from the boarding action die roll.
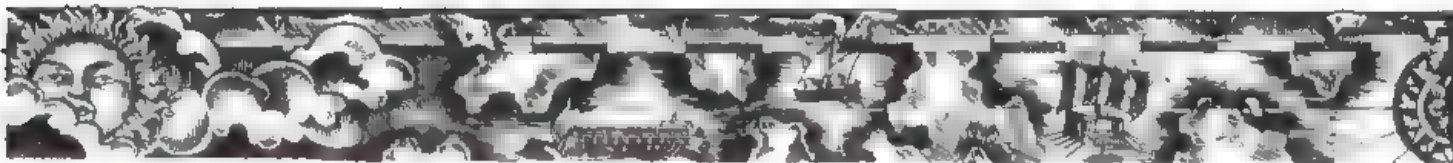
For example, a ship with 20 boarding factors attempts to board a ship with 30 boarding factors. The DM subtracts 20 from 30 and gets 10. The DM then modifies the die roll 1 point for every 5 points of difference between the two boarding factor totals, for a modifier of 2. Since the defender has more boarding factors, the DM subtracts 2 from the boarding action die roll.

Table 27: Boarding Action Results (2d10)

Modified Dice Roll	Result
6 or less	Grapples Repulsed
7-8	Target Ship Partially Grappled
9-12	Target Ship Grappled
13-14	¼ Boarding Party
15-17	½ Boarding Party
18-19	¾ Boarding Party
20 or more	Entire Boarding Party

Grapples Repulsed: Indicates that the defending ship manages to repel all grappling attempts. No boarding action is possible this round.

Target Ship Partially Grappled: Indicates that the attackers have successfully attached a few grapples to the target ship. Partially grappled ships can immediately make one attempt to free themselves by rolling a 5 or 6 on 1d6. Unassigned crewmen or members of boarding parties on the defending ship can help cut the grapples. Every group of 10 crewmen participating adds +1 to the die roll, but a roll of 1 always fails.

Ships partially secured by grapples suffer a –2 penalty to all maneuverability checks—including those made during the Maneuvering phase. If a partially grappled ship successfully evades its attacker during the Maneuvering phase, all grapples are removed and no boarding action is possible this round

Target Ship Grappled: Indicates that the attacking ship successfully grapples its target. However, no war parties can board the secured vessel until the next Action Phase. Secured ships can immediately attempt to free themselves from the grapples by rolling a 6 on 1d6. Unassigned crewmen or members of boarding parties on the defending ship can help cut the grapples. Every group of 10 crewmen participating adds +1 to the die roll, but a roll of 1 always fails.

Although the attacking ship cannot send boarding parties over this combat round, it gains a +6 bonus on its Boarding Action roll during the next Action phase, unless the target ship escapes the grapples

¼, ½, ¾, or **Entire Boarding Party:** Indicates the total number of marines who successfully board a secured ship. Simply modify the vessel's total Boarding Factors by the listed amount (rounding up) to determine the exact number of marines that make it over to the target vessel. For example, if a ship with 30 boarding factors receives a ¼ boarding party result, 8 of its marines (30÷4=7.5 rounded up to 8) board the defending ship during that Action phase.

The two grappled ships cannot move, and additional boarders from the attacking ship can cross to the defending ship each round until the whole attacking boarding party has moved to the other vessel (see the next section for details).

Effects of Being Grappled

Grappled ships automatically lose any maneuverability check made during the Maneuvering phase and have a movement rate of 0 while grappled

Once an attacking ship has grappled a defending vessel, its remaining marines can attack the other ship during subsequent rounds. Each round after the first, an additional one quarter of the attacker's boarding party can cross over to the defending ship; this process continues until the entire party boards the defender. A defending ship cannot free itself from the grapples while hostile boarders remain on it.

Running a Boarding Action

To run a boarding action, the DM totals any modifiers incurred during the Maneuvering phase and applies any modifiers for the relative strengths of the two boarding parties (see the **Boarding Factors** section, on page 49). The Dungeon Master then rolls 2d10, applies the total modifier to the die roll, and consults **Table 27: Boarding Actions** for the results.

Once the DM determines how many marines board a defending vessel, the boarding action moves into melee. The Dungeon Master then consults **Table 15: General Naval Combat**, rolling one time on the table for every 10 marines attacking and every 10 marines defending (Consult Table 16 for information on combat with less than 10 marines.) Boarding parties use the most prevalent THAC0 and Armor Class among them.

Note that boarding combat always occurs between two boarding parties. If the defending ship has no boarding party, the attackers sweep the ship and capture it. A ship's officers, important passengers (including PCs), and unassigned crewmen can form a
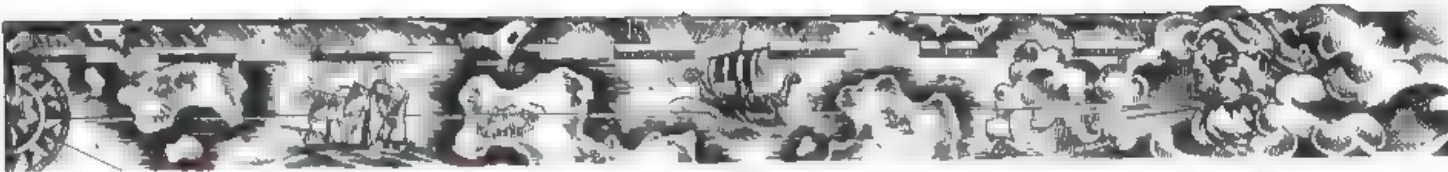
makeshift defense. Although only boarders who actually cross to the defending ship can participate in the melee, any bonuses from the relative sizes of the boarding parties (see **Boarding Modifiers**, above) apply to their attack rolls.

Attacks from the opposing boarding parties take place simultaneously, and all casualties are applied to the defending boarding party. If an attack wipes out the opposition, any extra hits are lost

Note that all morale rules (found in the **Resolution Phase** section, below) apply to marines in a boarding action melee—boarders form a separate unit for morale purposes. A Surrender result for the attacking marines indicates that they retreat from the defending ship and return to their own vessel.

If all attacking boarders are killed, captured, or forced to flee to their own vessel, the defenders cut all grapples holding their ship and the defending ship can maneuver freely. Alternatively, the defending ship can try to board the enemy vessel. In this case, the former attacker is considered grappled (see **Target Ship Grappled** on the previous page), and the former defender becomes the attacker until its opponent gets free or defeats the attacking borders.

An Example of Boarding Combat

Once again the Discord and the Strömbreaker circle each other. This time, the heroic captain of the galley assigns 30 of his men to a boarding party in an attempt to board the pirate ship. Once again, however, Bruis Blackheart attempts to open the range between the two ships (flee) so as to make full use of his archers and ballistae, which can fire again since their artillerists have spent 3 rounds loading them (see **Table 21: Artillery** for more details.

The two vessels, a mere 30 yards from each other, roll their maneuvering dice. The Discord wins with a roll of a 7 compared to the Strömbreaker's pitiful 4. Once again the great galley handily wins the Maneuvering phase.

The DM checks **Table 13: Maneuverability and Combat** and finds that the Discord can close the range up to a maximum of 30 yards—enough to try and board the Strömbreaker—and receives a +2 bonus on its boarding attempt. However, the pirates can fire its missiles before the galley's boarding party can attempt its action, according to the action priority list given at the beginning of the Action phase section of this chapter. So the Discord receives another volley of damaging arrows

Now the great galley makes its boarding attempt. First, the members of the boarding party throw out grapples and

try to secure the pirate ship, while the pirates' marines attempt to cast them off. The Discord's player rolls 2d10 and the DM consults **Table 27: Boarding Action Results** to determine the success or failure of the opposing crew's actions. The DM remembers to modify the boarding action die roll by the difference between the two ships' boarding factors and the maneuverability boarding attack bonus from Table 13. As noted earlier, the Discord's captain assigned 30 marines to the boarding party; unfortunately, the canny captain Bruis Blackheart assigned 40 marines to his. Thus, the DM subtracts the higher score from the lower and then subtracts 2 points from the Discord's boarding action roll (1 point for every 5 points of Boarding Factor difference, according to the Boarding section) because the defenders had more marines assigned to boarding duty. Since the galley received a +2 bonus to its boarding action from winning the Maneuvering phase, the ship's player makes an unmodified roll (2−2=0) on Table 27

The player rolls a 16, indicating that the ship manages to grapple the Strömbreaker successfully (reducing its movement to 0), and sends 15 (½ of 30) of its boarding party to fight the pirates.

The DM must now resolve boarding melee by turning to **Table 15: General Naval Combat** and rolling once for every 10 marines attacking and every 10 marines defending. The Discord's crew rolls twice (once for its first 10 boarders and once for the additional 5 boarders, consulting **Table 16: Hits From Excess Attack Factors**. This whole process is identical to the process used for determining missile hits, including the use of the prevalent AC of the defender and THAC0 of the attacker to determine the adjusted hit number, except that all hits apply to the opposing boarding party. The Discord's boarders manage to do away with 6 of the pirate boarders. The pirates, however, roll four times on Table 15 and neutralize all but 1 of the Discord's boarders.

Fortunately for the remaining boarder, 9 more of his companions cross over to the pirate ship at the beginning of the next Action phase (⅘ of 30=24 minus the 15 boarders already aboard the pirate ship (24-15=9)

Resolution Phase

The Resolution phase comprises the third and final stage in the naval combat round. During this phase, the DM reviews all damage inflicted on fighting vessels and their crews during the Action phase, enforces any consequences the damage might impose, and conducts morale checks if necessary (see the **Morale** section, page 53). If any vessel still wishes to fight, the combat advances to the next round Each ship declares a new
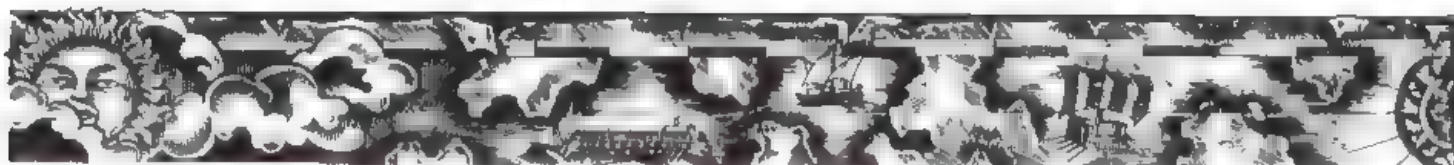
action and the round proceeds, starting with the Maneuvering phase and ending with the next Resolution phase. This process continues until all ships cease hostilities or until one vessel (or side) surrenders or sinks.

Damage

Ships can incur two types of damage during naval combat in addition to that inflicted on crew or passengers. The first type of damage affects the physical stability and Seaworthiness of a vessel and reflects hits against the ship's hull. Hence, it is called hull damage. The degree to which a ship can withstand such damage is measured in hull points. (Consult **Table 38: Ship Combat Statistics** on page 65 to find hull point ratings for particular vessels.) Hull damage occurs as a result of spells striking a ship's hull, ramming actions, and artillery attacks.

The second type of damage—called crippling damage—refers to strikes against a ship's masts, rigging, oars, or any combination of the three. Most ships have numbers of crippling points equal to their hull points. Crippling damage primarily affects maneuverability, pursuit, and movement. Certain ramming action results, as well as spells and artillery, cause crippling damage.

The Effects Of Hull Damage

Hull damage erodes the stability and Seaworthiness of a vessel. The degree of this erosion depends on a vessel's overall size; the larger the ship, the more hull damage it can sustain before losing Seaworthiness. **Table 28: Seaworthiness Reduction Rates** indicates the rate at which damaged ships lose their stability.

Table 28: Seaworthiness Reduction Rates

Size Category	Reduction
Small	2/1
Medium	2/3
Large	1/3
Very Large	1/4

Size Category: This refers to the size of the damaged vessel (see the notes for **Table 2: Ship Characteristics** for details on ship size).

Reduction: This is the rate at which damaged vessels lose Seaworthiness. The first number lists the amount of Seaworthiness lost and the second indicates the number of lost hull points needed to cause the reduction. Thus, Medium ships lose two points of Seaworthiness for every three hull points lost.

The Seaworthiness reduction takes effect immediately—that is, once the DM tallies the hull point damage in the Resolution phase. If the vessel in question requires a Seaworthiness check, it uses its adjusted Seaworthiness until it can put in for repairs (see below).

In addition, every time a ship loses one-half of its original hull points (rounded down), it must make a successful Seaworthiness check or founder in 1d10 hours unless beached or repaired. Furthermore, every time a ship loses an additional quarter of its remaining hull points it must make another check to avoid foundering. If the Seaworthiness roll fails on a roll of 20, the ship sinks (see next page).

Ships lose ⅓ of their adjusted movement rate (the rate after all adjustments for the prevailing conditions) and suffer a –2 penalty on all maneuverability dice rolls (including those made in the Maneuvering phase of the combat round) once they lose half their original hull points. When a ship loses ⅔ of its original hull points, the penalty increases. Such ships lose an additional ⅓ of their original, adjusted movement rates and suffer a –3 penalty to all maneuverability die rolls.

Once a ship reaches 0 hull points or below, it automatically begins sinking, according to the table below:

Table 29: Sinking Times

Size	Sinking Time
Small	1 round
Medium	1d8 rounds
Large	1d10 rounds
Very Large	1d12 rounds

All crew and passengers still aboard a ship when it sinks must make successful saving throws vs. death magic or be trapped in the wreck and killed. If the saving throw succeeds, a survivor must still attempt to swim unless he can reach a lifeboat (see the Swimming rules found in the Movement chapter of the *Player's Handbook*).

The Effects Of Crippling Damage

Crippling damage directly affects the movement of vessels. For every ⅓ of total crippling points lost, reduce a ship's current movement rate by ⅓ and penalize its maneuverability die rolls by 2. Ships that have a modified movement rate of 0 are dead in the water and automatically lose all maneuverability checks.

The effects of hull and crippling damage are cumulative. Thus, a ship that suffers a ⅔ loss of its crippling points and a ⅓ loss of its hull points would be dead in the water with an effective movement rate of 0.

Repairing Damage

Traversing violent and often unpredictable expanses of ocean in damaged vessels tends to cut short adventuring careers. The natural (and not so natural) elements are harsh enough on undamaged vessels—let alone those ships battered by combat. As a result, ships and their crew often carry spare supplies and construction materials (such as extra sailcloth, rope, oars, pitch, and even masts) to help with repairs.

However, a crew can do only so much to restore a damaged vessel at sea. Such repair attempts can restore only 1d6 points of hull damage and 1d12 points of crippling damage. Repairing hull damage takes 1d4 days plus 2 days per size category above Small. Thus, fixing the hull of a Trireme (Very Large) requires a minimum of 7 days (1 plus 6 for size). Crews can repair crippling damage in 1d4 days. If a ship begins foundering from battle damage, it can be temporarily patched on a roll of 12 or better on 1d20 (provided the ship is not currently engaged in combat or manned by a skeleton crew). If someone aboard makes a successful Seamanship or Shipbuilding proficiency roll, add +3 to the roll for patching. A patched ship generally stays afloat just long enough to allow more extensive repairs. Once the ship regains even one hull point from repairs, it stops leaking.

Repairs can occur after each battle or event that damages a vessel. However, crews cannot restore more hull or crippling points than the particular event caused. Thus, a ship that suffers 12 hull points of damage in a battle can repair a maximum of 6 hull points while at sea. If that same ship later strikes a reef and loses one hull point, its crew cannot repair more than one hull point

Skeleton crews cannot attempt repairs, and repairs are not possible during battle, storms, or gales.

Extensive repairs (more than 6 points) require the skills and materials of a shipyard. Damaged vessels must dock or beach for repairs. Because of the materials and skilled labor involved in such repairs, fixing a vessel requires a good deal of time and a potentially large amount of cash. Some ship owners may find it cheaper and more convenient to buy a new vessel than repair a damaged one. **Table 30: Vessel Repair Cost and Time** details the overall requirements, in money and time, for repairs

Table 30: Vessel Repair Cost and Time

Vessel Size	Cost*	Time
Small	10	2/day
Medium	15	1/day
Large	150	1/3 days
Very Large	300	1/4 days

* Cost in gold pieces per hull/crippling point repaired

Morale

A crew's morale affects its performance throughout a naval battle. Crews with poor morale do not fight as effectively and, in extreme cases, may surrender despite contrary orders from their captain.

Morale checks need not occur after every round of combat. After all, every sailor expects a little bit of danger when plying his profession. However, certain events or encounters do test the mettle of even the most experienced sailor. The following situations precipitate a morale check:

• The ship suffers a critical hit.
• The ship makes a critical miss.
• The enemy surprises the crew (only on the first round after the surprise).
• The ship faces an obviously superior force
• The ship loses 25%, 50%, or 75% of hull points (make a check at each stage).
• An ally or crewmen is slain by magic.
• 25% or 50% of the crew is dead (make a check at each stage)
• All officers desert, are slain, or surrender.
• The crew fights a creature they cannot harm due to magical protection
• The crew is asked to perform a heroic or dangerous task
• The ship cannot escape the enemy or situation.
• The ship's captain is slain or deserts.
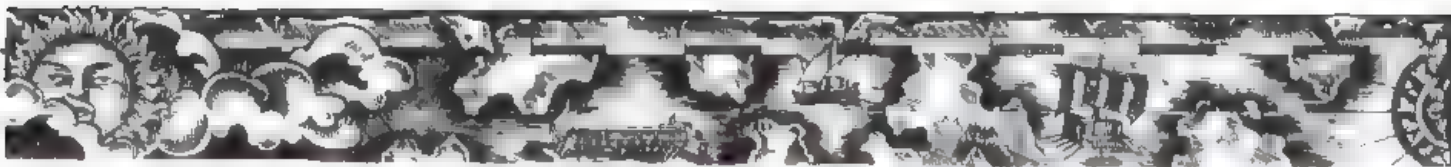
When appropriate, morale checks occur during the latter part of the Resolution phase—after the DM totals all of the damage incurred during that round of combat.

Each ship's fighting complement (that is, its crew and any marines) possesses a base morale rating (see **Table 31: Crew Experience and Morale**) between 1 and 20. Again, determining a crew's experience level is an inexact process. See Determining Crew Experience earlier in this chapter for details.

Table 31: Crew Experience and Morale

Crew Experience	Base Morale
Landlubbers	9
Scurvy Rats	11
Mates	13
Mariners*	15
Old Salts	17

* The sailors and fighting complements of professional naval ships (that is, members of a standing navy) function as Mariners for purposes of determining morale.

Many factors can influence a crew's morale during the course of a naval combat—ships burst into flame, arrows find their targets, and commanding officers die. All of these events can affect the outcome of a morale check. **Table 32: Situational Morale Modifiers** details the modifying effects these combat situations have on crew morale checks.

Making the Morale Check

To make a morale check, the DM simply finds the crew's base morale (on **Table 31: Crew Experience and Morale**) and adds or subtracts the appropriate modifiers from **Table 32: Situational Morale Modifiers**. The resulting number represents the crew's adjusted morale rating. Then the DM rolls 2d10 and adds the numbers together. If the total number rolled is less than or equal to the crew's adjusted rating, the crew in question passes its morale check. However, if the number is greater than the crew's adjusted rating, the crew fails its morale check.

For example, Love's Honor, a merchant cog (with a crew of mates) transporting the PCs and their cargo is under attack by the corsair ship Black Winter. The ship's captain and two officers stand on deck, and the PCs lend a hand with the ship's defense. After several naval combat rounds, the captain and one officer lie dead from a fireball cast by the Black Winter's wizard. The corsairs then ram the merchant vessel, inflicting heavy damage to the cog (15 hull points). It's now time for the crew of Love's Honor to attempt a morale check.

Table 32: Situational Morale Modifiers

Situation	Modifier
Ship has lost 25% of its Hull Points	–2
Ship has lost 50% of its Hull Points	–4
Ship has lost 75% of its Hull Points	–6
Captain slain	–3
Officer slain	–1*
Opponent has lost 50% of its Hull Points	+2
Captain on deck	+4
Officer on deck	+1*
Ship on fire	–2
Opponent's ship on fire	+1
Abandoned by friendly ships	–6
Crew losses at 25%	–2
Crew losses at 50%	–3
Crew receiving share of plunder	+2
Crew fighting a hated enemy	+4
Enemy offers a chance for surrender	–1
Enemy known for killing prisoners	+3
Enemy known for treating prisoners well	–1
Ship's crew was surprised	–2
Crew fighting magical creatures	–2
Crew received good/bad omen	+2/–2
Powerful ally killed	–3
Crew favored by captain	+2
Crew poorly treated	–2
Crew outnumbered 3 to 1	–4
Crew outnumbered 2 to 1	–2
Unable to hurt opponent	–8
Magic-using allies	+2

* These modifiers are cumulative. Thus, if two officers stand on deck during the course of a naval combat, the crew receives a +2 to its base morale

The DM checks **Table 30** and notes the crew's base morale rating (13). Then the Dungeon Master applies the situational modifiers on **Table 31** to the crew's base rating to find their adjusted morale for this check. The crew gains a +1 for having an officer with them on deck and another +2 for magic-using allies (the PCs); for a total bonus of +3 However the crew suffers a –2 penalty for having a magic-using foe (the wizard), a –1 penalty for losing an officer, a –3 penalty for their slain captain, and a –2 penalty for hull damage (25%); for a total penalty of –8, The crew's final morale rating is 8 (base 13+3-8=8). Finally, the DM rolls 2d10 and compares the result to the morale rating. He rolls a 14; the crew of Love's Honor fails its morale check and panic ensues. Let's hope the PCs have a plan for winning the battle

Dungeon Mastery Tip: Morale and Role-playing

Although the morale rules are fairly comprehensive, DMs should not adhere to them if they interfere with a storyline or the pace of an adventure. Dungeon Masters should use common sense in applying these rules. A fanatical group of cultists pursuing the PCs over water will probably not surrender just because their leader dies. Likewise, a shipful of mercenaries hired to capture the PCs will probably not heroically fight the party to the bitter end—they should value their lives more than a few bags of gold.

Effects of Failed Morale Checks

Simply failing a morale check does not automatically send a crew into a panic, nor does it mean that the crew in question automatically surrenders. The reaction of crew members to a failed morale check depends entirely on the degree to which they failed the check. **Table 33: Effects of Failed Morale Checks** details the possible outcomes of a failed morale check.

Table 33: Effects of Failed Morale Check

Degree of Failure	Result
2 or less	−1 to all combat rolls
3-5	−2 to all combat rolls
6-8	−3 to all combat rolls
9+	Surrender

Degree of Failure indicates the number of points by which a crew fails its check. For example, a crew with a modified morale rating of 13 rolls a 15 for its check. Its degree of failure is 2; therefore, it suffers a −1 penalty to all rolls involving combat.

Combat Penalties include any rolls made during the naval combat round—Seaworthiness checks, attack rolls, Maneuverability checks, Pursuit rolls, and future morale checks. These penalties last for the duration of the battle.

Surrendering

Ships that surrender immediately cease hostilities. In some instances, the victor of the combat will allow the surrendering ship to limp away. In most cases, however, the crew of the victorious vessel will board the vanquished ship and loot its cargo or seize the craft. The crew of the losing ship may be set adrift or ransomed at the victor's discretion.

Note that Player Characters are not bound to surrender if the crew of their ship decides to strike the colors. However, attacking another vessel once your ship has surrendered is a grave violation of naval tradition. Ships that do so abrogate all claims to mercy from the enemy. Consequently, NPC crews might mutiny and attempt to capture or kill PCs who continue to attack after the ship has surrendered. At the very least, demoralized crewmen will cease fighting and attempt to abandon ship or take cover if the PCs choose to fight on.

Because morale checks occur at the end of the Resolution phase, it is possible for all ships on both sides of a conflict to surrender at the same time. In such a case, all ships break off and will not engage each other for at least two hours.

Escaping

Ships that manage to open the range so far that their enemies can no longer see them (see **Table 6: Visibility Ranges**) have escaped battle. If an escaping ship has a higher daily movement rate (see pages 20 and 22) than its opponents, it need not fear further attacks if it sails away from the battle area and does not turn back. Otherwise, opposing ships can pursue. During the following day, opponents can search for the fleeing ship, locating it on a roll of 6 on 1d6. If the battle took place near a coast, add one to the die roll. Also, add one for each extra ship searching; however, a roll of 1 always fails. If the fleeing ship is found, a new battle begins.

Recovering Casualties

Not every creature eliminated during combat actually dies. Some might merely be knocked unconscious; others may be so badly wounded that they lose their will to fight. If a ship sinks, all creatures eliminated during the battle die (from drowning or other misfortune); otherwise, they are permitted a saving throw vs. paralyzation if they receive some sort of healing or first aid immediately after the battle. A successful saving throw indicates that the creature recovers as though brought back from death's door (see Chapter 9 of the *DUNGEON MASTER® Guide*).
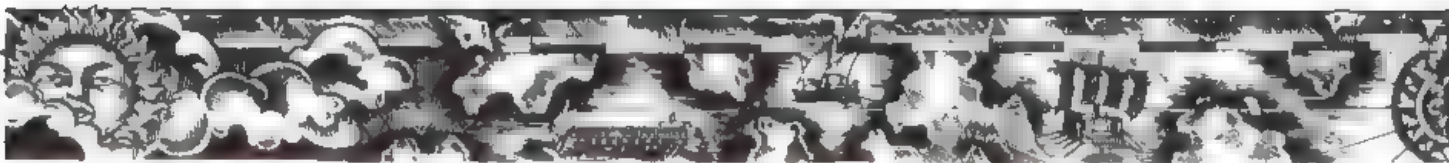
Multiple Ships

The Detailed Combat System works best for resolving duels between two ships, with the players controlling the vessel carrying the PCs and the DM handling the opposing ship. If three or more ships become involved in a battle, the DM has several options:

• Two or more vessels can act together as a unit. Both vessels take the same action at the same time and effectively function as a single ship, though they cannot pool crewmen or damage points. If the ships have different Pursuit and Maneuverability ratings, the group must use the lowest one.

• All the vessels on each side can act as units, subject to the limitations noted above.

• The battle can be broken apart into separate two-ship duels

• Allow all the ships to act independently. This method works best when several vessels threaten a single foe. Each ship declares its own action and compares its maneuver or pursuit dice with the enemy separately. As the battle develops, the foe might outmaneuver some allied ships, but fail to elude others.

• Use a combination of methods. For example, the DM might want to treat the opposing sides as two units until the ships get within archery range, then break the battle up into individual duels.

Monsters in Naval Combat

In many cases, a sea creature will menace a ship and its crew. The Detailed Naval Combat system can resolve these conflicts

Creature Movement

Creatures use their swimming movement rates in naval combat. Their pursuit ratings are 1d6 plus one third of their swimming movement rates. Swimming creatures can fire, but not as readily as rowers do. Their maneuverability dice depend on creature size, modified by movement rate Table 34 summarizes creature movement:

Table 34: Creature Maneuverability and Pursuit		
Creature Size	Manv.	Pursuit
Tiny	1d6+9	0
Small	1d6+8	0
Man	1d6+7	1
Large	1d6+6	2
Huge	1d6+5	3
Gargantuan	1d6+6	4

Creature Size: Refers to the creature's size class as noted in the MONSTROUS MANUAL™ Tome

Manv: Maneuverability dice. These work just like ship's maneuverability dice (see the **Maneuvering Phase** section). In addition, creatures receive a +1 bonus to maneuverability if their swimming movement rates are 12 or higher.

Pursuit: As noted earlier, swimming creatures can fire as rowers do (see page 38). The number listed here is the number of checks the creature passes automatically during an encounter.

Creatures and Missile Fire

Archers (but not artillerists) aboard ships can fire at swimming creatures using their normal THAC0s and the target creature's Armor Class. Use Table 15 to determine how many archers hit. Each hit inflicts normal damage on the creature.

Completely submerged creatures become immune to missile fire. Partially submerged creatures gain a +8 Armor Class bonus.

Creatures and Artillery Fire

Artillery can fire at Huge and Gargantuan creatures just as it does at ships—smaller creatures and fully submerged creatures of any size are immune to artillery fire

Refer to Table 35 if an artillery hit strikes a creature Do not roll on Table 22

Table 35: Artillery vs. Creatures

Weapon	Damage
Ballista, light	3d6
Ballista, medium	3d8
Ballista, heavy	3d12
Catapult, light	2d10
Catapult, medium	3d10
Catapult, heavy	3d10
Greek Fire Projector	3d10*
Trebuchet	4d10

* A successful saving throw vs. breath weapon reduces damage by half. Regardless of the success or failure of the saving throw, the victim suffers 1d10 points of damage each round for the next two rounds.

Creatures and Ramming

It is possible for some creatures to make ramming attempts or to be rammed. Crippling rams have no effect on creatures. If a vessel rams a creature, do not roll on Table 24. Otherwise, a creature's effectiveness in ramming combat depends on its size and armor class as noted below:

Table 36: Creatures and Ramming

Creature Size	Rams As Vessel Size	Damage Suffered**
Tiny	—	—
Small	—	—
Man	—	—
Large	Small	2d8
Huge	Medium	3d10
Gargantuan	Large	4d10

** A successful saving throw vs. breath weapon reduces damage by half. Crippling rams have no effect on creatures. A vessel's ramming factor applies as a penalty to the saving throw.

Creatures roll on Table 24 when ramming vessels; adjust the roll according to the relative size of the creature and its target (see page 46) and for the creature's armor class, as noted below:

Table 37: Creature Ramming Effects

Armor Class	Adjustment*
8 or less	–1
7-5	0
4-2	+1
1 to -1	+2
-3 to -4	+3
-5 or better	+4

* Bonus or penalty to rolls on **Table 24: Ramming Action Results.**

If the roll on Table 24 indicates damage to the ramming vessel, the creature suffers the listed damage, but no other special effects. If the creature makes a Deadly Strike, it has the standard chance to get stuck; however, it can free itself with a successful Dexterity check. Assume a creature has a Dexterity score equal to one half its fastest movement rate

Creatures and Boarding

Sea creatures can clamber aboard target vessels using the normal boarding procedures. Gargantuan creatures can simply reach onto a ship deck, so they need not attempt boarding rolls. If the attacking creatures can climb the defending vessel's sides, they ignore grappled or partially grappled effects and simply storm aboard (see Table 27). If the boarding combat roll gives one of these results, one quarter of the boarders get aboard instead.

Ships boarded by swimming creatures generally remain free to maneuver unless the some of the attackers stay behind in the sea and attempt to keep the ship from moving. Two Man-sized creatures can immobilize a Small vessel this way. Larger vessels require 15 creatures, plus another 15 for each size class of the target vessel above medium.

For example, it takes 45 man-sized creatures to immobilize a Very Large vessel. For this purpose, four Tiny or two Small creatures equal one Man-sized one. A Large creature counts as two man-sized creatures, and Huge creatures count as four. A Gargantuan creature can hold any vessel immobile so long as it is not more than twice as long as itself

Boarding melees with sea creatures are conducted according to the normal procedures (see page 50). If groups of marines attack a single creature, use Table 15 to determine how many marines hit. Each hit inflicts normal damage on the creature. Likewise, if only a few creatures board a ship, divide the defending marines into groups and use Table 15 to resolve the resulting battles.
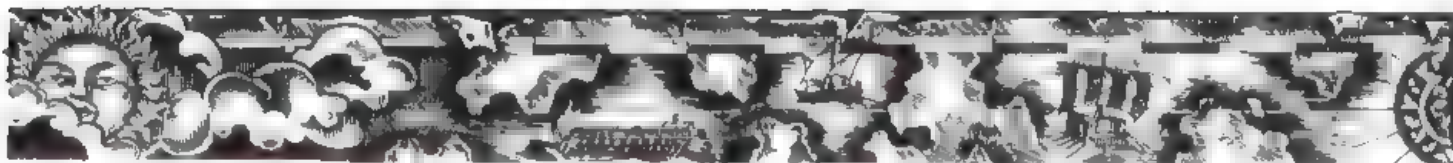
Scuttling and Crippling

It is possible for creatures (including PCs) to attack a ship's hull directly or climb aboard a vessel and cripple it by cutting at its oars, masts, and rigging. Generally, such attacks require a number of creatures acting in concert while using the appropriate tools (pick-axes, crowbars, shears, and the like). Note that creatures of Huge size and larger may use their natural weaponry to attack ships in this way.

Scuttling (attacking a ship's hull directly in an attempt to sink the vessel) is a rather time consuming process for most creatures. Six man-sized creatures can inflict 1d2 points of hull damage per round if appropriately armed. Teams of less than six creatures can still inflict damage, but they suffer a one-round delay for every creature missing Thus, it would take a band of five sahuagin two rounds to inflict 1d2 points of hull damage. For scuttling purposes, two Small of four Tiny creatures count as one Man-sized creature, one Large creature counts as two Man-sized creatures, one Huge creature counts as three Man-sized creatures, and so on. Note that all of these rules assume that the creatures in question can match the speed of the target vessel or somehow attach themselves to the side and underside of the ship.

Player characters must first overcome the difficulties associated with underwater movement and survival (detailed in Chapter 5) before they can attack a ship in this way. PCs may only use piercing weapons to accomplish this task. Furthermore, surface-dwelling creatures must have a minimum of eight attackers attempting to scuttle a vessel in order to inflict the listed damage—otherwise they suffer a one-round delay for every creature under eight. A *free action* effect (whether through a spell of an item) negates this additional personnel requirement.

Attacking a vessel's oars, masts, and rigging requires the same number of creatures as scuttling—though this attack causes 1d4 points of crippling damage each round rather than hull damage

Player Characters in Detailed Naval Combat

Player characters, if they possess the correct skills, can lend a hand manning a ship during a battle. Likewise, they can participate in missile attacks (adding one missile factor per character), man artillery weapons, or fight in boarding melees (adding one boarding factor per character). Since most PCs have far better combat prowess than the sailors

and marines around them, it is usually more satisfying for players if the DM allows the characters to act as individuals. If the party participates in a boarding action, for example, it would be best if the DM designated several enemy marines to face the PCs alone. The DM could then run the fight with the PCs as a normal combat while the larger boarding melee raged around them.

Spells

Spellcasting is one way PCs can have a profound effect on a naval battle. The following list contains spells that require special handling when used with the detailed combat system. Spells not included here usually work in a naval combat, but do not affect large numbers of creatures simultaneously.

The comments on each spell are largely self-explanatory, but a few preliminary notes are in order

- *Italicized* spells appear in the *Tome of Magic*
- Those spells listed in SMALL CAPS appear in the *PLAYER'S OPTION®: Spells & Magic* book.
- Other spells appear in the *Player's Handbook*.
- When spell makes a "hit" against a crew section, that group of crewmen suffers one die of damage (see the section on missile combat in the **Action Phase** section earlier in this chapter for details).
- When a spell strikes the "Special" section, the characters in that section (usually including the PCs), suffer the spell's normal effects, just as if they had been subjected to it as part of a normal adventure. If the PCs and important NPCs on a ship have formed several smaller groups, the DM should randomly determine which group is struck
- The Detailed Naval Combat System is fairly abstract, and the effects of spells used as part of a battle have been modified to fit it. Consequently, many spells don't work the way the players might want them to. The players, for example, might want a *fireball* to incinerate an enemy ship's helmsman; however, combat at sea is a chaotic affair made even more uncertain by the pitching and rolling of the ships, salt spray, and sudden maneuvers. Spells don't always take effect exactly where the caster might like them to, the spellcaster must roll on Table 18 to see which crew sections are hit.

Spells directed against onrushing boarders are the exception. In this case, the first crew section hit always will be the attacking boarders. If the spell affects more than one crew section, the spellcaster rolls on Table 18 to see where the additional casualties occur. If Table 18 indicates a hit against marines, the effect can automatically hit the attacking boarders as well.

• Spells can be cast anytime during the Action phase, but they usually occur *after* whatever action is currently being resolved. For example, if a wizard decides to cast a spell during missile fire, all missile attacks would be resolved first. Certain defensive spells, however, can take place before missile fire or boarding actions are resolved (see the notes on individual spells below).

Wizard Spells

Abi-Dalzim's Horrid Wilting: Roll on Table 18 three times. Each crew section struck suffers one hit per level of the caster, to a maximum of 20 hits per section.
Acid Storm: To determine how many crewmen become coated with acid, roll four times on Table 18; 1d4 crewmen in each section are affected (add +2 if the section struck is rowers or marines). The spell then inflicts damage as noted in the spell description. One-hit-die crewmen die after two rounds of exposure.

Affect Normal Fires: This spell has no effect if used to make a fire brighter, but it can automatically extinguish one fire per use.

Burning Hands: If cast at a ship, roll once on Table 19 to see if a fire starts. The spell's range and area of effect are too small for it to affect general naval combat.

Chain Lightning: Roll once on Table 18; if the result is a hit, 12 creatures in the crew section struck are subjected to the spell (see spell description for details). If the result is a no effect, the effect strikes the ship, inflicting 6d2 points of damage and allowing a roll on Table 22 at a +4 modifier.

Cone of Cold: Roll four times on Table 18. Each crew section struck suffers one hit per two levels of the caster, to a maximum of six hits per section

Cloudkill: When this spell strikes a ship, roll on Table 18 six times. Each crew section struck suffers five hits if composed of creatures of 5+1 hit dice or less. Crew sections composed of more powerful creatures suffer one hit. After one round, the cloud sinks below the target ship's deck, remaining there for its duration and damaging any inactive crewmen in the hold every round, as noted above. During the round the cloud remains on deck, the vessel suffers a –4 penalty to missile fire, artillery attacks, and maneuverability dice due to obscured vision.

Darkness, 15' Radius: Roll twice on Table 18. Three creatures in each crew section struck become blinded and unable to act until they move out of the area; the affected crewmen must spend one round unassigned before resuming their duties. Rowers ignore this effect. If Table 18 indicates a "special" hit, the spell lands on the quarter-deck, blinding the helmsman and thereby reducing the vessel's maneuverability and pursuit ratings to 1d6 until the spell ends

Death Spell: Roll once on Table 18 and subtract casualties from the crew section struck, as noted in the spell description. (Reroll no effect results.)

Delayed Blast Fireball: This spell can devastate a ship and its crew. Roll four times on Table 18; each crew section struck suffers one hit per two levels of the caster, to a maximum of eight hits per section. In addition, roll six times on Table 19 to see if any fires start. The spell also allows one roll on Table 22 with a +1 for every five levels of the caster (maximum +3), and inflicts 1d2 points of damage on the ship for every two dice of damage it would normally inflict.

Disintegrate: This spell allows the caster to inflict 2d10 points of hull or crippling damage to any vessel. If directed at a vessel's hull, the spell creates a hole, and the ship must pass a Seaworthiness check or sink (see page 52). If directed at a ship's rigging, the vessel suffers a Mast Cracked critical hit (see Table 26). If directed at a ship's crew, roll once on Table 18; 1d6 creatures in the crew section struck are killed. If Table 18 indicates a no effect result, the ship suffers 2d10 points of hull or crippling damage (equal chance for each), but no other effect.

Emotion: If cast on the crew of the caster's ship, this spell can affect up to 16 man-sized creatures. If cast on an enemy ship, roll twice on Table 18; 1d4 creatures in each crew section struck are affected.

Fear: Roll four times on Table 18; each crew section struck suffers one hit per two levels of the caster, to a maximum of six hits per section. A hit from this spell does not kill a creature, but renders it helpless with fear until the battle ends or the spell is dispelled. Creatures "wounded" by this spell are completely unaffected.

Feather Fall: A single casting of this spell negates 1d8 missile hits or 1d2 artillery hits against the caster's ship, provided that the spell is cast during the same round as the missiles or artillery fire occur.

Fireball: This spell proves devastating to ships and their crews. Roll four times on Table 18, each crew section struck suffers one hit per two levels of the caster, to a maximum of five hits per section. In addition, roll four times on Table 19 to see if any fires start. The spell also allows one roll on Table 22 with a +1 bonus for every five levels of the caster (maximum +2), and inflicts 1d2 points of damage on the ship for every two dice of damage it would normally inflict.

Firefly: A fire controlled by means of this spell automatically grows in size each round (see page 43), though the target ship's firefighters can still put it out. Each time the fire spreads, roll once on Table 18. The crew section struck suffers two hits.

Fire Burst: If this spell is cast on a fire, any firefighters working to extinguish it suffer 1d4 hits. If no firefighters were assigned to the blaze, roll twice on Table 18; each crew section struck suffers one hit.

Flaming Sphere: Roll once on Table 18 each round the sphere stays in existence. The crew section struck suffers one hit. Also roll once on Table 19 to see if a fire starts aboard the target ship. The sphere itself can be extinguished normally as though it were a d6 fire (see page 43).

Fog Cloud: Either version of this spell remains effective but a single round if used against a moving vessel. Provided the spell is large enough to cloak the target ship, its vapors obscure the crew's vision, imposing a –4 penalty to missile fire and artillery attacks on the round it strikes. The target ship also suffers a –2 penalty on its next maneuverability roll.

Grease: If cast at the start of a boarding action, this spell imposes a –2 penalty to the boarding combat roll.

Glitterdust: Roll twice on Table 18, 1d4 creatures in each crew section struck become blinded and unable to undertake any action until the spell ends. Rowers ignore the effect.

Haste: Any creature affected by this spell counts as two creatures for any naval combat action. An archer, for example, would count as two archers, and a firefighter could roll twice to quench a fire. Affected creatures cannot attempt two different actions.

Hypnotic Pattern: Roll three times on Table 18; 1d4 creatures in each crew section struck become fascinated and unable to act until the spell ends.

Ice Storm: The spell's sleet version imposes a –2 penalty on boarding combat rolls if cast at the start of a boarding action. The hailstone version allows four rolls on Table 18, each crew section struck suffers four hits.

Incendiary Cloud: This spell lasts a maximum of one round if it strikes a moving ship. Roll on Table 18 six times; each crew section struck suffers eight hits. Also roll four times on Table 19 to see if any fires start aboard the target ship. In addition, smoke from the spell obscures vision, imposing a –4 penalty to missile fire and artillery attacks on the round it strikes, plus a –2 penalty on the target ship's next maneuverability roll.

LANCE OF DISRUPTION: If aimed at a ship, the bolt inflicts 2d2 points of damage plus one point per two caster levels (maximum 2d2+7), and allows one roll on Table 22 with a +1 for every three levels of the caster, to a maximum of +5. If aimed at crew, roll three times on Table 18; each crew section struck suffers one hit per two levels of the caster, to a maximum of six hits per section.

Lightning Bolt: If aimed at a ship, the bolt inflicts 1d2 points of damage for every two dice of damage it would normally inflict, and allows one roll on Table 22 with a +1 for every three levels of the caster, to a maximum of +3. If aimed at crew, roll three times on Table 18; each crew section struck suffers one hit per two levels of the caster, to a maximum of five hits per section.

No matter how the spell is used, roll twice on Table 19 to see if fires start aboard the target ship.

Major Creation: The material created with the spell can temporarily repair five points of hull or crippling damage. The repair lasts for the spell's duration. If applied to a leaking or holed hull, the material seals the hull until the spell ends, provided that the ship has any hull points remaining.

Minor Creation: Like the *major creation* spell, this effect can temporarily patch holes in a ship's hull and repair damage. The spell temporarily negates four points of hull or crippling damage.

Meteor Swarm: This spell is every sailor's nightmare. Roll eight times on Table 18; each crew section struck suffers nine hits. In addition, roll eight times on Table 19 to see if fires start aboard the target ship. The spell also allows one roll on Table 22 with a +4 bonus and inflicts 3d8+2 points of damage on the target ship.

MORDENKAINEN'S FORCE MISSILES: Each missile allows one roll on Table 18, inflicting one hit on the crew section struck per four levels of the caster.

Otiluke's Freezing Sphere: The cold globe version allows two rolls on Table 18; each crew section struck suffers six hits.

Ice created by the frigid globe version of the spell can create an ice floe in front of an opposing ship. The target ship must immediately attempt a ramming attack at a –2 penalty, possibly suffering damage from the impact, which breaks up the ice. Regardless of the ramming action's result, the ship cannot attempt any other ramming attacks during the following round, as it must back away from the ice.

Ice from the frigid globe also can serve to seal a leaking or sinking ship. The repair lasts until the ice melts, provided the ship has any hull points remaining,

Passwall: If cast against a ship, this spell allows a roll on Table 22 with a +4 bonus; ignore any crippling effects or crippling critical hits. Most detrimental effects from the spell (including hull damage) disappear when the spell ends, but certain others remain. For example, if the spell destroys an artillery weapon, the weapon remains destroyed, as it either falls overboard or falls below the ship's deck. Likewise, fires and the damage they inflict as well as personnel casualties remain even after the spell ends.

Power Word, Blind: When this spell strikes a ship's crew, roll once on Table 18 to determine which crew section suffers the effect. If Table 18 indicates a no effect result, roll again. The spell takes effect in the crew section struck as noted in the spell description. For purposes of this spell, assume sailors and rowers have five hit points per die and marines have six. Blinded creatures cannot take any action until the effect ends.

Power Word, Kill: In naval combat, this spell functions just like the *power word, blind* spell, except that affected creatures die.

Prismatic Spray: Roll five times on Table 18; each crew section struck suffers seven hits.

PROOFING VERSUS COMBUSTION: When this spell protects a vessel, subtract two from any die roll made on Table 19.

Scare: Roll three times on Table 18; 1d4 creatures in each crew section struck refrain from taking any actions while the spell lasts.

Shout: Roll four times on Table 18; each crew section struck suffers two hits. In addition, one creature in each section becomes inactive for 2d6 rounds.

Sleep: Roll once on Table 18. The spell takes effect on the crew section struck, as noted in the spell description. Any creature this spell puts to sleep may fall overboard or otherwise become a true casualty rather than simply falling asleep. Roll 1d6 for each sleeping creature; the victim is lost on a roll of 1

Slow: Roll four times on Table 18; 1d4 creatures in the sections struck fall under the spell's influence, though the spell never affects more creatures than the caster has levels. Creatures affected by the spell can take only one action every two rounds until the spell ends.

Solid Fog: A vessel trapped in this spell's effect cannot move until it maneuvers free, which requires a roll of a 1 on 1d6 For every 10 sailors or rowers assigned to freeing the ship, add one to the dice roll, but a roll of 1 always fails. While trapped, the target vessel's crew cannot see, causing a –4 penalty to missile fire and artillery attacks.

SPHERE OF ULTIMATE DESTRUCTION: If the caster retains control over the sphere, he can attack a moving ship once. Stationary ships, including grappled ones, can be attacked once per round. Each attack inflicts 1d10 points of hull or crippling damage to any vessel. If directed at a vessel's hull, the sphere creates a hole, and the ship must pass a Seaworthiness check or sink (see page 52). If directed at a ship's rigging, the vessel suffers a Mast Cracked critical hit (see Table 26). If directed at a ship's crew, roll once on Table 18; 1d3 creatures in the crew section struck are killed. If Table 18 indicates a no effect result, the ship suffers 1d10 points of hull or crippling damage (equal chance for each), but no other effect.

Stinking Cloud: Roll twice on Table 18; 1d4 creatures in each section suffer the spell's effects.

Summon Swarm: Roll once on Table 18; 1d4 creatures in the crew section struck become overwhelmed by the swarm, as noted in the spell description. The caster can move the swarm each round, allowing a new set of dice rolls to see where the swarm takes effect. Common crewmen covered by the swarm always stop to fight it. Marines armed with flaming weapons can damage the swarm, inflicting one point of damage per hit. The swarm has an Armor Class of 6 for melee purposes.
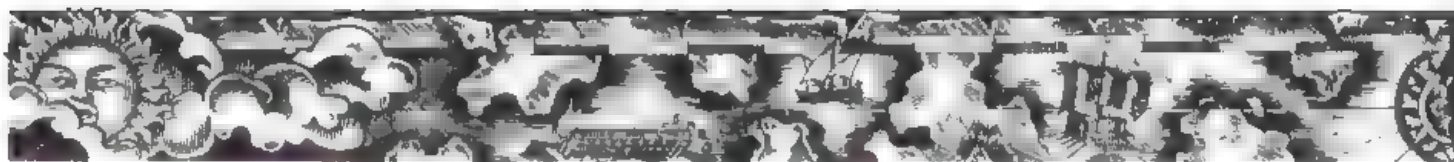
JENSER'S DESTRUCTIVE RESONANCE: When this spell detonates an object aboard a vessel, it inflicts 1d4 points of damage on the ship for every two caster levels and allows one roll on Table 22 with a +2 bonus for every round the spell's beam is held in place. In addition, roll twice on Table 18, the crew sections struck each suffer two hits, plus two extra hits for each round the beam was held in place, for a maximum of six hits per section.

Wall of Ice: If dropped on a ship, this spell allows two rolls on Table 18; each crew section struck suffers four hits. If cast in front of a ship, the vessel must immediately attempt a ramming attack at a –2 penalty, possibly suffering damage from the impact, which breaks up the ice. Regardless of the ramming action's result, the ship cannot attempt a ramming attack during the following round, as it must back away from the ice

If used against hostile boarders, the attacking marines suffer damage as noted on page 58 and no borders can cross to the caster's ship during the round when the wall appears. (Thereafter, the boarders find a way around the wall)

If used to support a boarding action, the wall grants a +3 bonus to boarding action rolls.

Wall of Iron: When cast on a ship at sea, a wall of iron topples over. Roll twice on Table 18; 2d4 creatures in each crew section struck are crushed by the wall. In addition, roll on Table 22 with a +4 bonus

Wall of Fire: Roll on Table 18 three times; each crew section struck suffers four hits. Also roll twice on Table 19 to see if any fires start aboard the target ship. The spell affects a moving ship once, but a stationary ship suffers the listed effects each round the spell lasts.

Wall of Fog: This spell lasts but a single round if used against a moving vessel. Provided the spell is large enough to cloak the target ship, its vapors obscure the crew's vision, imposing a –4 penalty to missile fire and artillery attacks on the round it strikes. The target ship also suffers a -2 penalty on its next maneuverability roll.

Wall of Force: If cast in front of a ship, the vessel must immediately attempt a ramming attack at a –4 penalty, possibly suffering damage from the impact. Regardless of the ramming action's result, the ship cannot attempt a ramming attack during the following round, as it must back away from the wall

If used against hostile boarders, no marines can cross to the caster's ship during the round the wall is created. (Thereafter, the boarders find a way around it)

If used to support a boarding action, the wall grants a +3 bonus to boarding action rolls.

The wall also can defeat missiles, artillery, and spells. A crew section covered by the wall becomes immune to these attacks. If used to protect a ship, the vessel becomes immune to crippling or hull hits, but not both. Generally, the wall's protection lasts only one round, as the protected ship moves away from the immobile wall or opponents find a way to attack around it.

WALL OF GLOOM: Missile and artillery attacks directed against a ship protected by this spell suffer a -2 attack penalty

If used against hostile boarders, no attackers can cross to the caster's ship during the round when the wall appears. If the boarders have 4+1 hit dice or less, then 1d4 of them plus one per caster level (maximum of 1d4+8) retreat from the wall and take no action for 1d3 rounds.

Wall of Stone: When cast on a ship at sea, a wall of stone topples over. Roll twice on Table 18; 2d4 creatures in each crew section struck are crushed by the wall In addition, roll on Table 22 with a +4 bonus.

Wind Wall: A crew protected by this spell becomes immune to arrows and quarrels. Sling bullets and stones can penetrate the wall, but suffer a -2 attack penalty. The wall protects moving ships for only one round.

WALL OF WATER: This spell defeats missiles and artillery. A crew section covered by the wall becomes immune to these attacks. If used to protect a ship, the vessel becomes immune to crippling or hull hits, but not both. Generally, the wall's protection lasts only one round, as the protected ship moves away from the immobile wall or opponents find a way to attack around it

If cast in front of a ship, the vessel must immediately attempt a ramming attack, possibly suffering damage from the impact Regardless of the ramming action's result, the ship cannot attempt a ramming attack during the following round, as it must back away from the wall If used against hostile boarders, no attackers can cross to the caster's ship during the round when the wall appears.

Web: Roll four times on Table 18; 1d6 creatures in each section struck become trapped in the webbing. Trapped creatures cannot act and may suffocate, as noted in the spell description. If the web is set alight, trapped creatures suffer damage as noted in the spell description; also roll four times on Table 19 to see if the ship catches fire.

Priest Spells

Age Object: This spell allows the caster to inflict 2d8 points of hull or crippling damage to any vessel. If directed at a vessel's hull, the spell cracks it, duplicating the effect of a Hull Smashed critical hit (see Table 23). If directed at a ship's rigging, one of the vessel's masts cracks, creating a Mast Cracked critical hit (see Table 26).

ANIMATE FLAME: A fire controlled by means of this spell automatically grows in size each round (see page 43), though the target ship's firefighters still can put it out. Each time the fire spreads, roll once on Table 18; the crew section struck suffers two hits.

Bless (Curse): Either version of this spell affects an entire crew, provided that crew is not already engaged in any type of combat.

Blade Barrier: Roll five times on Table 18; each crew section struck suffers eight hits. If used against enemy boarders, the attacking marines suffer damage as noted on page 58 and none can cross to the caster's ship on the round the barrier is created.

Call Lightning: If aimed at a ship, the lightning bolt from this spell inflicts 1d3 points of damage for every two dice of damage it would normally inflict, and allows one roll on Table 22 with a +1 for every three levels of the caster. If aimed at a crew, roll three times on Table 18; each crew section struck suffers one hit per two levels of the caster, to a maximum of five hits per section.

No matter how the spell is used, roll twice on Table 19 to see if fires start aboard the target ship.

Continual Light (Continual Darkness): The reverse of the spell can blind a crew. Roll four times on Table 18; three creatures in each crew section struck become blinded and unable to act until they move out of the area. The affected crewmen must spend one round unassigned before resuming their duties. Rowers ignore this effect. If Table 18 indicates a "special" hit, the spell lands on the quarter-deck, blinding the helmsman and thereby reducing the vessel's maneuverability and pursuit ratings to 1d6 until the spell ends.

Control Winds: When the caster uses this spell to adjust wind strength, use the categories from Table 4. Storm and Gale force winds prevent a ship caught in them from launching any attacks, including spells, and require seaworthiness checks as noted on page 24.

Courage: This spell allows a ship's crew to pass one morale check automatically, as noted in the spell description.

Flame Strike: Roll five times on Table 18, each crew section struck suffers five hits. Also roll twice on Table 19 to see if the target ship is set alight.

Illusory Artillery: A crew subjected to this spell must immediately attempt a morale check. Subsequent applications of this spell to the same crew allow bonuses to the check, as noted in the spell description.

Insect Plague: A ship attacked by this spell must attempt to open the range with the caster's ship immediately and can make no attacks on the round following the spell's strike. If the target ship has grappled another vessel, it cuts the grapples, leaving any marines aboard the other ship behind. If the ship cannot flee the enemy, it suffers no ill effects. In most cases, even a grappled ship will drift out from under the immobile spell effect in one round. If the majority of the ship's crew members have 5+1 or more hit dice, they can avoid fleeing with a successful morale check, but remain unable to attack because of obscured vision.

Morale: The caster can adjust the base morale of a crew up or down one or three points, as noted in the spell description.

Rally: A crew receiving this spell automatically passes one morale check. This spell can be cast in the Resolution phase if caster has not already cast a spell during that round.

Shadow Engines: The spell can create any kind of artillery weapon the caster's ship could normally mount, even if that ship already carries its maximum load of artillery. The illusory engines inflict half the damage noted on Table 21. Because they are partially real, they can damage ships.
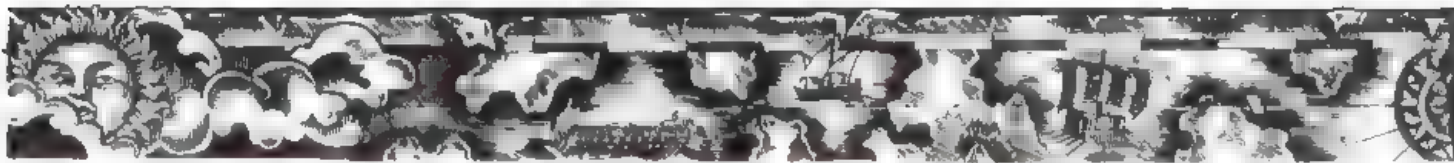
Tanglefoot If cast at the beginning of a boarding action, this spell imposes a -3 penalty to the boarding action roll

Turn Wood: This spell turns back arrows and similar missiles during the round when it is cast. Through the spell can have a considerable duration, a ship in motion generally moves away from the area of effect after one round. A ship caught in the area of effect suffers 2d4 points of crippling damage

Warp Wood (Straighten Wood): This spell inflicts 1d4 points of crippling or hull damage on the target ship, or destroys one artillery weapon (caster's choice). The reverse form restores damage inflicted by the spell.

Wall of Fire Roll on Table 18 three times; each crew section struck suffers four hits. Also roll twice on Table 19 to see if any fires start aboard the target ship. The spell affects a moving ship once, but a stationary ship suffers the listed effects each round the spell lasts.

Wall of Thorns Roll on Table 18 three times; each crew section struck suffers three hits. If cast in front of a ship, the vessel must immediately attempt a ramming attack, possibly suffering damage from the impact. Regardless of the ramming action's result, the ship cannot attempt a ramming attack during the following round, as it must back away from the wall. If used against hostile boarders, no attackers can cross to the caster's ship during the round when the wall appears.

Weather Summoning: Storm and Gale conditions prevent naval combat, including spells, and require seaworthiness checks (as noted on page 24).

WHIRLWIND: When the vortex created by this spell touches or passes over a ship, the vessel must attempt an immediate Seaworthiness check. If the check fails, the ship springs a leak and begins to founder (see page 24) If the check fails on a roll of 20, the ship capsizes and sinks immediately. Even if the vessel does not sink, it suffers 2d6 points of crippling damage. Also, roll on Table 18 three times; each crew section struck suffers six hits.

Ships moving at a rate of 7 or more can avert further attacks from the vortex. Ships not subjected to the initial attack can usually keep clear of the vortex as long as they move at a speed of 7 or more in any direction other than toward it.

Fleet Battles

When whole fleets clash, the fates of nations might be at stake. Because such battles represent major events in the campaign, it is often best if the DM simply decides the outcome. To determine the result randomly, pair off the opposing ships and roll their maneuverability dice. If there is an odd number of ships, pit two or more ships from the larger force against ships in the smaller force. Modify the dice rolls as follows

• The ship or ships with the greater number of marines and missile factors from artillery adds 1 to the dice roll for every five extra points. That is, a ship or group of ships that carries 25 marines and three medium ballistae (6 missile factors each for a total of 18 extra points) would have 43 points. If its opponents only had 20 marines, the first group of ships would gain a bonus of +4 (43-20=23+5=4.6 rounded down to 4).

• The ship or group of ships with the best ramming factor adds the difference between its ramming factor and that of the opponent to the die roll. That is, a ship with a ramming factor of 4 (or a group containing at least one ship with a ramming factor of 4) would get a +1 if the opposing ship had a ramming factor of only 3.

• The ship or group of ships with the best Seaworthiness rating adds one to the die roll for every 3 points of extra Seaworthiness. That is, a caravel (Seaworthiness 18) pitted against a dromond (Seaworthiness 8) would gain a bonus of +3 (18-8=10+3=3.33, rounded down to 3).

The vessel with the higher roll wins the battle. Of course, the DM will have to use common sense to decide what "winning" really means. An outrigger that wins the die roll against a great galley might "win" by simply escaping without great harm to either side. Once a single round of combat is over, the DM can declare a winner (presumably the side that won the greatest number of dice rolls), or have the survivors fight another round. Each such round should take a half hour of game time.

DMs craving a less arbitrary method for resolving naval battles should pick up a copy of TSR's *Naval Battle Rules: The Seas of Cerilia* (#3134). Although this product is intended for use with the BIRTHRIGHT® campaign setting, the combat system can be used in any medieval campaign.

Table 38: Ship Combat Statistics

	Move	Seaw.	Pursuit	Manv.	Size	RF	Defense Class	Marines	Hull/Crippling Points
Barge[1]	3	6	1d6+1	1d3	M-VL	---	C	2	9/9
Canoe[2]	6	10	1d6+2	1d6+6	S-M	-	X	0	5/—
Caravel	12	18	1d6+4	1d6+1	L	0	A	20	54/54
Cargo Ship	6	12	1d6+2	1d6	L	0	A	10	36/36
Cog	9	17	1d6+3	1d6	L	0	A	5	51/51
Curragh	6/3/3	10	1d6+2	1d6+4/1d6+5	S	—	C	0	5/5
Drakkar	15/3/12	12	1d6+5	1d6+3/1d6+4	L	1	D	160	36/36
Dromond[3]	18/6/12	8	1d6+6	1d6+2/1d6+3	VL	3	B	0/100	32/32
Fishing Boat	6	14	1d6+2	1d6+2	M	0	C	5	21/21
Great Galley[1]	18/9/15	9	1d6+6	1d6+2/1d6+3	VL	4	B	10/50	36/36
Keelboat	6	8	1d6+2	1d6+1	S	---	C	6	4/4
Knarr	12/6/6	16	1d6+4	1d6+1/1d6+2	L	1	D	8	48/48
Longship	15/3/12	16	1d6+5	1d6+3/1d6+4	L	1	D	150	48/48
Manta	18	18	1d6+6	1d6+4	VL	4	D	200	72/72
Outrigger[4]	6/3/3	14	1d6+2	1d6+3/1d6+4	M	—	C	0	21/21
Pentekonter[3]	18/6/12	8	1d6+6	1d6+4/1d6+5	L	2	B	0/50	24/24
Raft[5]	3	6	1d6+1	1d3	S-M	---	X	0	3/3
Skiff	6	10	1d6+2	1d6+5	S	—	X	0	5/-
Sohar	15	15	1d6+5	1d6+2	L	0	A	10	45/45
Trireme[3]	21/6/15	8	1d6+7	1d6+2/1d6+3	VL	3	B	0/30	32/32

1 Increase the number of marines and hull points by 1 for every 10 feet above the standard length of 20 feet
  Decrease the number of marines and hull points by 1 for every 10 feet below the standard length of 20 feet

2 Increase hull points by 1 for every 10 feet above the standard 5 feet length.

3 The number before the slash indicates the vessel's normal passenger capacity. The number after the slash indicates the vessel's ability to carry marines in wartime.

4 Increase the outrigger's hull points by 1 for every 10 feet above the standard 30-foot length
  Decrease seaworthiness and hull points by 1 for every 10 feet below the standard 30-foot length

5 Increase the raft's cargo capacity by 3 tons and its crew capacity by one person for every 10 feet of the raft above the standard length of 10 feet A raft gains a defense class of D if it is at least 30 feet long.

Move: Movement rate See the notes for **Table 2: Ship Characteristics** for details

Seaw: Seaworthiness See the notes for **Table 2: Ship Characteristics** for details.

Pursuit: The vessel's pursuit/flight rating, see the notes for **Table 2: Ship Characteristics** for details

Manv: Maneuverability Dice, see the notes for **Table 2: Ship Characteristics** for details

Size: See the notes for **Table 2: Ship Characteristics** for details A vessel's size affects its efficacy in ramming maneuvers See ramming maneuvers in the Nautical Combat chapter for more details.

RF: Ramming factor This refers to a vessel's ability to use its mass as an effective ram Most ships possess numbers between 0 and 4 to indicate overall ramming ability Vessels with ratings of 0 are not designed to ram other ships, however their captains can still attempt to ram Vessels with no ramming factor cannot attempt ramming maneuvers.

Defense Class: Shows how much protection against missile fire a ship offers its crew and passengers Most large sailing ships provide Class A defense, the vessels have superstructures that give reasonable concealment, but leave sailors exposed Large rowing vessels feature Class B defense, fewer people must brave missile fire to man the sails, but a volley of arrows can inflict considerable casualties among their rowers Class C ships tend to be fairly small, though their crews can find some cover under the decks and rigging Class D ships have no decking and very little rigging to provide cover from missile fire Class X vessels are both open and very small.

Marines: Any crewman or passenger who is active during a battle but not serving as an officer, sailor, or rower is considered a marine Marines can serve as archers, artillerists, boarders, firefighters, or unassigned crew A ship can have no more marines active than the value shown here However, a ships' capacity for carrying marines can be increased by reducing its complement of sailors For example, a caravel can have 20 marines. but it also can accommodate 40 sailors (see **Table 2: Ship Characteristics**) If 20 of those sailors are reassigned as marines, the caravel's total marine contingent rises to 40

Hull/Crippling Points: This represents the amount of damage a ship can withstand before cracking apart or becoming crippled See the Resolution phase in this chapter for more details.

Underwater Adventuring

Recalling legends of undersea, drowned cities
What voyagers, oh what heroes, flamed like pyres
With helmets plumed, have set forth from some island
And them the sea engulfed. Their eyes,
Contorted by the waves' desires
Glitter with coins through the tide scarcely scanned,
While, above them, that harp assumes their sighs
—Stephen Spender, *Seascape*

The mysteries of the deep have long fascinated the poets and thinkers of humanity. From the majestic realms of the unpredictable Greek god, Poseidon, and the fabled waters of Atlantis, to the groundbreaking work of Freud and Jung, - from mythology and literature to psychology and the hard sciences - the unfathomable depths of the sea have engendered a lasting engagement with the human imagination.

What better place, then, to set an adventure or even an entire campaign. The lure of long-lost treasure, mysterious cities, and strange beasts will excite players long since bored with the usual dungeon crawl. In addition, underwater adventures provide the Dungeon Master with an opportunity to create new and unusual encounters in an environment sure to keep players on the edges of their seats. For the deep waters are the province of Leviathan and Kraken, of Nemo and the *Nautilus*, and of other wonders too sublime for human language.
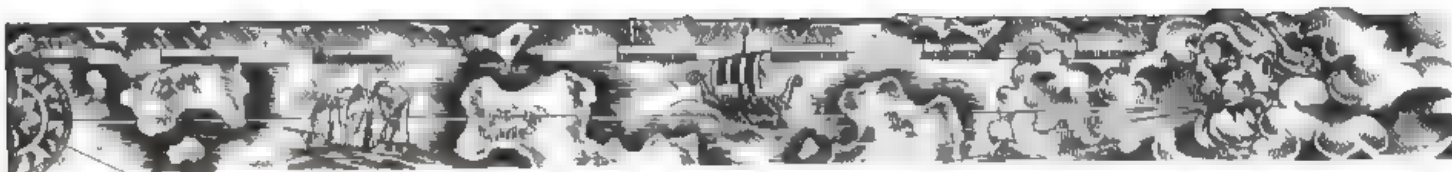
Underwater Survival

One approaches the sea as one speaks to a jealous lover—carefully. For the sea is a cruel mistress: harsh, secretive, and utterly without mercy.

—Ishmael, bard of Ghwyven-Rill

Many adventurers underestimate the dangers of underwater exploration. Traveling beneath the waves isn't like sneaking into the lair of an orc tribe. Rather, underwater explorers face an excursion into a completely foreign and hostile environment where the very elements of nature pose the greatest threat to survival.

This chapter presents rules that cover the basics of underwater survival—such as breathing, vision, hearing, and movement. In addition, several sections offer practical suggestions on how Dungeon Masters can apply these rules during play to enhance the experience of underwater adventuring.

Breathing

Breathing presents the greatest obstacle to long-term underwater adventuring, and even to short-term underwater survival. Unless characters are native to watery depths, they must find some means of staying submerged for extended periods of time without drowning.

For most campaigns, magic provides the key to underwater survival. Characters can use magic spells and devices, from *potions of water breathing* to *airy water* spells, which enable them to exist and adventure in an underwater setting.

In low-magic campaigns, or adventures where such magic spells and items are not readily available, Dungeon Masters can offer "naturally" occurring plants, such as oxygen-supplying seaweeds, minerals, or other objects as a way of solving the underwater breathing dilemma. Alternatively, some technologically minded individual or group could provide PCs with the means to survive underwater through the aid of experimental breathing equipment (primitive oxygen tanks).

In any event, adventurers who do not have some method of breathing underwater must resort to the last-ditch solution of holding their breaths. Rules for holding one's breath, as well as drowning, can be found in Chapter 14 of the *Player's Handbook*

Types of Magical Breathing

As mentioned above, the ability to breathe through magical means can come about in a variety of ways. Potions, rings, helms, and other items, as well as spells, allow surface-dwelling player characters access to mysterious underwater realms

However, these magical items accomplish this task using a variety of eldritch methods. In turn, each item's particular dweomer interacts differently with the complex forces at work underwater—including water pressure and water resistance—and affects important actions such as movement and combat

Magical breathing falls into three general categories: *conversion, transformation,* and *adaptation.* Magical items and spells are arranged in these categories based on the way in which their magic accomplishes its purpose DMs should use these categories as guidelines when determining the effects of new or rare magical items on underwater survival and adventuring

Conversion

Magical items and spells that use alteration magic to effect a subtle change in the environment around the caster or wielder fall in this category. For example, the magical power of a *helm of underwater action* converts water to breathable air. Conversion dweomers allow the caster or wielder to speak while underwater—though other creatures outside the influence of the magical item or spell may not clearly understand the speaker.

In addition, conversion dweomers automatically compensate for changes in pressure. The breathable atmosphere generated by these spells and items gradually matches the pressure of the surrounding water, thereby completely protecting users from the negative effects of pressure—including spells such as *rapture of the deep*. However, these dweomers do not protect the user against the ravages of cold temperatures (see **Temperature** section of this chapter)

Airy Water: This spell magically changes a volume of normal liquid into a foamy, breathable substance. The sphere or hemisphere the spell creates does not float, but rather slowly sinks until it comes to rest against a
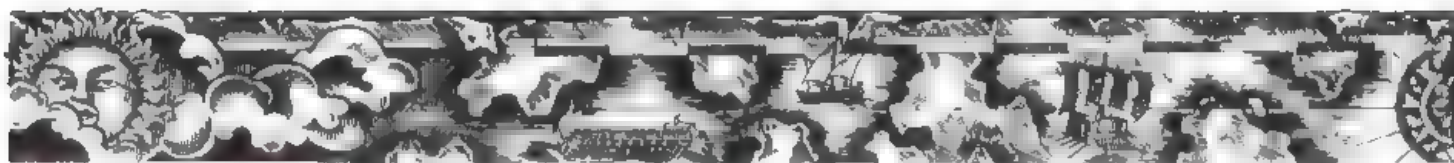
solid surface. Those creatures inside an *airy water* sphere can freely speak with and understand creatures outside the sphere provided everyone involved uses the same language.

Additionally, anyone engaging in combat inside the sphere does not suffer any negative effects associated with underwater combat. Thus, no underwater movement and combat penalties apply

Helm of Underwater Action: This magical item converts a quantity of water into a bubble of air that surrounds the wearer's head and enables him to breathe normally while underwater. In addition, the magical item grants the wearer exceptional underwater vision—at least five times greater than normal for an average player character. The wearer's hearing also improves (see **Table 42: Underwater Hearing Ranges** for details).

The helm does not nullify the effects of water resistance. Thus, the wearer of the misnamed *helm of underwater action* still suffers all of the movement and combat penalties associated with underwater adventuring.

Transformation

Magical items and spells that fall into this category utilize alteration magic to effect a change within the user or wielder that allows him to survive in the surrounding environment. For example, a *potion of water breathing* does not change water into air, but rather allows its user to extract oxygen from the water.

Unlike conversion dweomers, transformation dweomers do not usually surround the wielder with a bubble of perfectly pressurized atmosphere. Thus, their users are typically subject to the full effects of pressure and other related dangers.

Water Breathing: Both the wizard and clerical versions of this spell transform the recipient's body so that it can extract oxygen from the surrounding water. The recipient's lungs and vocal chords fill with water, thereby cutting off the possibility of speech, *including spellcasting*. In fact, if a recipient of a *water breathing* spell returns to dry land or wanders into an *airy water* sphere, he must spend one round clearing the water from his lungs before he can speak or cast spells with verbal components.

Although the recipients of this spell can breathe water, they still cannot function smoothly underwater. All attack and movement penalties still apply to creatures under the influence of a *water breathing* spell.

Potion of Water Breathing: This item works in exactly the same way as the *water breathing* spell

Polymorph Self/Other: These wizard spells can completely transform a surface-dwelling creature into a water-breathing one. This transformation completely protects the recipient/caster from all negative effects associated with pressure and temperature while the recipient is in marine form. In addition, the *polymorph other* spell allows the recipient to attack without penalties and hear as a marine creature while in marine form.

Both spells negate any underwater movement penalties incurred from pressure and water resistance.

Adaptation

Items and spells in this category use enchantment/charm magic to facilitate complete adaptation to a hostile environment. Adaptation dweomers often grant total immunity to specific negative effects associated with environmental conditions—such as movement penalties, attack penalties, temperature penalties, and pressure-related afflictions

Ioun Stone (Iridescent): Unlike conversion and transformation dweomers, the power of the stone does not serve a biological function. Rather, the enchantment of the *ioun stone* grants its user complete independence from the biological necessity of breathing. However, the stone's power does not allow the user to speak without air. Nor does its power extend to movement through a medium. Users still suffer penalties to their movement rates and attack rolls from water pressure, water resistance, and temperature.

Necklace of Adaptation: This magical item protects the wearer from harmful gases by removing his dependence on breathing. However, the wearer must still breathe air in order to speak. The adaptation dweomer completely protects the wearer from the effects of pressure, but not movement and combat penalties.

Vision

Humans, demihumans, and other humanoid species rely heavily on their vision to access information about their environment. For most of these surface dwellers, the teeming depths of an ocean, lake, or river present a visual challenge. Submerged adventurers will not only encounter a variety of exotic (and potentially dangerous) creatures, but will also experience a tremendous alteration in their ability to see.

Absorption

Perhaps the greatest factor that limits the underwater visual capabilities of humans and demihumans is a phenomenon known as *absorption*. When the eye perceives a specific color, such as the green exterior of a cloak, what it really sees is the color green reflected or radiating from the cloak. All of the other colors in the spectrum have been absorbed.

This process of absorption occurs quite dramatically when light passes into water. The colors with the longest wavelengths are quickly absorbed by water. Thus, red light begins to break down soon after it passes into water

The deeper light travels in water, the greater is the absorption of its constituent colors. For example, red light is almost completely absorbed by water at a depth of about 25 feet, and all of the colors of the spectrum—except blue—are absorbed at depths below 100 feet Thus, even the clearest water appears a deep blue when perceived at this depth.

As one might expect, this process of absorption wreaks havoc with the infravisual capabilities of demihumans (see page 71 for details).

Visual Distance Underwater

Lakes, rivers, and seas contain much more than sterile, clear liquid. Rather, it would be more appropriate to categorize such places as thin soups. Large bodies of water serve as homes to millions of different creatures, from the smallest microorganisms to the largest whales. In addition, water carries around particles of silt, floating plankton, and other debris. Such a mixture is hardly conducive to visual clarity

In fact, all of the particles suspended in water scatter light rays. Such rays bounce from particle to particle until their energy dissipates completely. This scattering process severely limits the available light and, thus, the range of a surface dweller's vision

The following tables detail the limits of a surface dweller's underwater vision The tables take into account the quality of water (*clear*, *turbid*, or *murky*) as well as prevailing surface conditions (clear day, overcast, or moonless night, for example).

Table 39: Clear Water Visibility Ranges

Surface Condition	Movement	Spotted	Type	ID	Detail
Clear Day	100	80	60	40	5
Overcast	50	40	30	20	5
Stormy	40	30	20	10	5
Moonlit Night	25	20	15	10	10 feet
Moonless Night	15	10	5	10 feet	5 feet

Clear Water refers to a body of water that is generally free of heavy silt, algae, or other visual impediments. This is the default classification for saltwater bodies, as their high salinity inhibits the growth of algae. However, DMs are free to rule that strong ocean currents, the presence of kelp or seaweed, or other factors create *turbid* or *murky* water conditions.

Depth Modifier: The deeper a character goes, the more the surrounding water scatters and absorbs light filtering down from the surface. For every 50 feet of depth, the DM should move the surface condition down one category. For example, Dagor has just entered the ocean on a Clear Day. Normally, he can spot movement up to 300 feet (100 yards) away. However, the brave wizard decides to investigate a shipwreck 60 feet below him. Because he has moved to a depth of 60 feet, the DM treats Dagor as if he were swimming in *clear* water on an Overcast day. Thus, the wizard can only spot movement up to 150 feet (50 yards) away.

Once a character moves beyond a depth of 250 feet or suffers a depth modifier that would move him beyond the Moonless Night category, he sees as if he were swimming on a Moonless Night in *turbid* water. If the character moves down another 50 feet, he is unable to see, as the available light does not penetrate the water in sufficient quantities for his eyes to make use of it
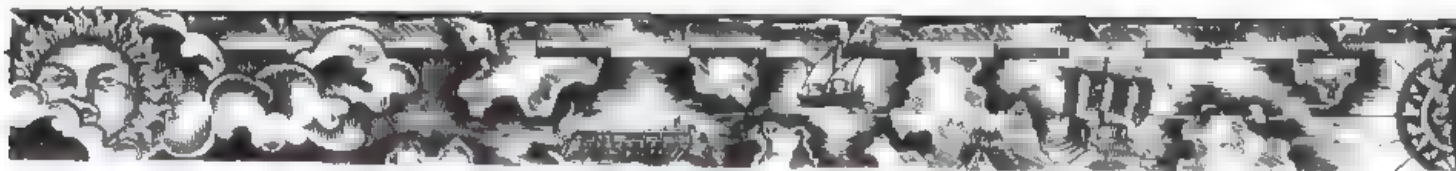
Table 40:
Turbid Water Disibility Ranges

Surface Condition	Movement	Spotted	Type	ID	Detail
Clear Day	80	60	40	20	5
Overcast	40	30	20	10	5
Stormy	20	15	10	5	5 feet
Moonlit Night	15	10	5	5 feet	—
Moonless Night	10	5	10 feet	—	—

Turbid Water refers to water that contains a moderate amount of silt, algae, swirling sands, seaweed, or other visual impediments. Because of the high growth of algae in freshwater, this is the default classification for all lakes and rivers. However, other factors may lead a DM to classify a freshwater body as *murky* water.

Depth Modifier: For every 35 feet of depth below the surface, the DM should move the surface condition down one category. Thus, a character adventuring at a depth of 40 feet on an Overcast day in *turbid* water would actually see as if he were adventuring in *Turbid* water on a Stormy day.

If a character moves down to a depth beyond 175 feet or suffers a depth modifier that moves him beyond the Moonless Night surface condition, he is unable to see. Light does not penetrate in sufficient quantities for his eyes to make use of it.

Table 41:
Murky Water Disibility Ranges

Surface Condition	Movement	Spotted	Type	ID	Detail
Clear Day	20	15	10	5	5 feet
Overcast	15	10	5	5 feet	—
Stormy	10	5	5 feet	—	—
Moonlit Night	5	5 feet	—	—	—
Moonless Night	5 feet	—	—	—	—

Murky Water refers to water that contains excessive amounts of algae, seaweed, mud, or other visual impediments. This is the default classification of swamps, lagoons, and stagnant bodies of water.

Depth Modifier: For every 10 feet of depth below the surface, the DM should move the surface condition down one category. Thus, a character adventuring 15 feet below the dark surface of a swamp during a Stormy day would actually see as if he were traveling during a Moonlit Night.

If a character moves down beyond a depth of 50 feet or suffers a depth modifier that moves him beyond the Moonless Night surface condition, he is unable to see. Light does not penetrate in sufficient quantities for his eyes to make use of it.

Notes to Tables 39-41

Unless otherwise noted, all ranges are in yards Thus, an adventurer could see 20 yards in *murky* water on a Clear Day

Clear Day is the equivalent of bright sunshine and a cloudless sky.

Overcast conditions have heavy cloud cover, light rain, light to medium fog, or any other meteorological phenomenon that blocks sunlight from penetrating the water's surface.

Stormy conditions are the equivalent of heavy rain, heavy fog, gale force winds, blizzards, and other heavy storms. Not only do these dangerous weather conditions block sunlight, but they also stir up sediment and other underwater debris that clouds vision

Moonlit Night refers to clear nighttime surface conditions that allow moonlight to shine into the water

Moonless Night refers to cloudy nighttime surface conditions that effectively block all moonlight and starlight from illuminating the water

Movement is the maximum distance at which characters can spot motion underwater. Note that characters cannot obtain any other information (that is a creature's type or size) at this distance.

Spotted is the maximum distance at which characters can detect the presence of a stationary figure. Again, characters cannot obtain further information about the figure at this distance

Type is the maximum distance at which characters can note the general classification (fish-like, humanoid, square) of the spotted figure or object.

ID is the maximum distance at which characters can clearly identify the spotted object or figure in question Thus, at this distance, adventurers can identify the exact race or species of a humanoid figure. In addition, most actions can be clearly seen at this distance

Detail is the maximum distance at which characters can see actions (including those as surreptitious as pick-pocketing), emotions, and identifiable physical features

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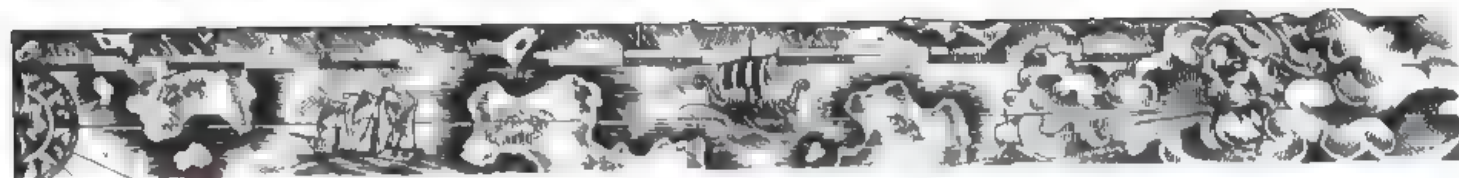
Artificial Light: Characters may use artificial light, including phosphorescent globes, magical weapons, or spells, to improve their vision while underwater. Any artificial light that illuminates with the same intensity as sunlight raises the prevailing surface condition to Clear Day within the light's radius or area of effect, regardless of depth. For example, Cordwain the Faithful, a cleric of Lathander, finds himself adventuring in *turbid water* on a Moonlit Night. Suddenly, he spots movement 45 feet away at the edge of his vision. Nervously, Cordwain casts a *continual light* spell. Because the spell gives off light equal to sunlight, the DM now treats Cordwain as if he were in *turbid water* on a Clear Day (but only within the spell's 60-foot radius). With the aid of his magical light, Cordwain can now identify any objects up to 60 feet away. The lucky priest discovers that the movement came from a small school of tuna.

Any light source that does not equal sunlight in intensity only raises the prevailing surface condition to Overcast within its radius. For example, the light from a phosphorescent globe (roughly equal to torchlight) would move the surface condition from Stormy to Overcast in a 15-foot radius.

Infravision: In campaigns that use the standard infravision rules found in Chapter 13 of the *DUNGEON MASTER® Guide*, the following rules apply:

Infravision functions underwater, though its range is only one quarter that of normal because of constant underwater currents carrying millions of tiny particles and creatures. The range remains constant regardless of depth. Exactly how much detail the character sees depends on the water conditions as noted on Tables 39-41. Use the Overcast line on each table. For example, if Cordwain had infravision with a 60-foot range, he could see 15 feet underwater Within that 15-foot radius, Cordwain can see details as though he were swimming on the surface during an Overcast day.

Infravision suffers even more limitations in campaigns that use the optional infravision rules found in the *DUNGEON MASTER® Guide*. With this option, characters with infravision perceive objects through the heat (infrared) emitted by the object in question. Unfortunately, water (and any sediments suspended in it) quickly absorbs wavelengths of infrared light. Thus, the following rule applies:

• In clear water, a character's infravision is limited to one half of its normal range.

• In turbid or murky water, infravision is limited to one quarter of its normal range.

• At any depth, a character using infravision can see about as well as a character using normal sight just below the surface on an Overcast day Infravisual sight, however, is by no means perfect. The scarcity of infrared light and the cold-blooded nature of much underwater life makes the exact identification of objects impossible.

Objects in a character's field of vision tend to blur and overlap. Characters with infravision cannot distinguish the exact number of approaching creatures—especially if these creatures swim close together. For example, three sahuagin swimming within five feet of each other would register as one large heat signature to a character with infravision. Even single objects look indistinct. A single sahuagin, for example, looks like a vaguely human-shaped blur.

To reflect blurred vision, shift one column to the left when determining how much detail a character using infravision can see. For example, Cordwain is swimming at a depth of 100 feet in *turbid* water. Thanks to his infravision (which normally extends 60 feet), he can see 15 feet, but only indistinctly. A companion swimming five feet away appears only as a humanoid shape (Cordwain can identify what type of creature is there, but can see no details). A school of fish hovering 15 feet away is visible to Cordwain's eye, but he has no idea what it really is.

Communication

Far from being silent, underwater realms are dynamic places filled with constantly changing sounds. Grunts, clicks, snaps, whirs, and a host of other noises fill the wide underwater spaces

In oceans and other saltwater bodies, these sounds are supplemented by the haunting call of whalesong, the whistles of dolphins, and the mysterious communications of other large mammals and beasts of the sea. However, underwater communication is a difficult task for surface dwellers, as their sensory organs are not designed for efficient underwater use. Without magical assistance, most PCs find it difficult to convey more than the simplest of messages while submerged in water.

Temperature

Because the depths of the ocean absorb energy (light and heat), the sea can be a very cold place—especially deep underwater. Any surface-dwelling character traveling at depths below 300 feet must possess some magical means of protection against the cold Unprotected characters receive a -2 penalty to attack and damage rolls, and must add +2 to initiative rolls. These penalties are *in addition* to the standard underwater combat penalties (listed in the Underwater Combat chapter). Thus, an unprotected surface dweller traveling at a depth of 200 feet would actually have a -6 attack roll penalty, a -2 damage penalty, and would add +6 to initiative rolls.

Hearing

A big part of the difficulty with underwater communication stems from the pressure exerted on a surface dweller's auditory organs. Such pressure creates a constant buzz of white noise which effectively muffles sound. Consequently, although sound waves travel almost four times faster in water than they do in air, making it easier to hear sounds at a distance, underwater pressure severely reduces a surface dweller's capacity to distinguish these sounds

In addition, the continual symphony of underwater life and the noise generated by naturally occurring phenomena (such as crust movement, underwater earthquakes, and pounding surf) provide constant distractions that further reduce the auditory acuity of surface dwellers
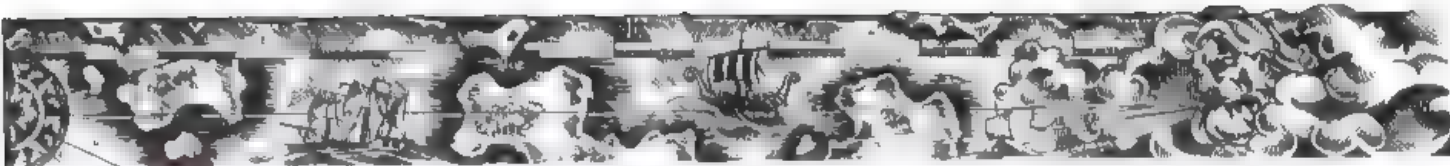
Table 42 details the relative hearing abilities of marine creatures, non-magic-using surface dwellers, and magically assisted surface dwellers. The ranges listed on the table are the maximum distance, in yards, that a creature can hear a specific noise.

Table 42:
Underwater Hearing Ranges

Noise	Unassisted Surface dweller	Assisted Surface dweller	Marine Creature
Natural	300	600	3,000
Moderate	600	1,200	6,000
Heavy	900	1,800	10,000
Cataclysmic	1,200	2,400	35,000
Speech	10	20	100
Simple	5 feet	10	50
Complex	—	5	25
Surface Activity	100	200	1,000
Moderate	200	400	1,500
Heavy	300	600	3,000
Underwater Activity	150	300	1,500
Moderate	300	600	3,000
Heavy	450	900	6,000

Notes to Table 42

An *Unassisted surface dweller* refers to a surface-dwelling creature submerged in water without any magical aid (such as an *airy water* spell or *helm of underwater action*).

An *Assisted surface dweller* refers to a surface-dwelling creature submerged in water with magical aid that allows him to hear clearly while underwater. Spells and items such as an *airy water* spell, *helm of underwater action*, and an *iridescent ioun stone* increase their user's range of hearing. See the **Breathing** section in this chapter for more information on these items and spells.

A *Marine Creature* refers to any indigenous underwater life with auditory capacity. Cetaceans, fish, crustaceans, and intelligent underwater monsters all fall within this category. Note that recipients of a *polymorph other* spell qualify for this category if their new form occurs naturally underwater and possesses auditory capabilities.

Natural noise refers to fairly quiet natural phenomena that occur above or below the surface of water—such as the pounding of surf, or a steady rainfall. Moderate *natural* phenomena include heavy surf, mudslides, peals of thunder, and large objects falling into the water. Heavy *natural* noises include small sea-quakes, underwater eruptions, and other major geological occurrences. Cataclysmic events include major sea-quakes, large underwater eruptions, and other geological phenomena that threaten entire ecosystems. In many cases, surface dwellers will feel the vibrations and after effects of such a Cataclysmic event rather than hearing it. Usually, those creatures within hearing range of a Cataclysmic event are the first victims.

Speech refers to a variety of sounds produced with the intent of communicating with another creature This category includes verbal speech—such as that used by human, demihuman, and humanoid creatures—as well as the pure-sound languages (clicks, whistles, buzzes) employed by whales, dolphins, and a host of smaller marine creatures

The numbers given under the general *speech* category refer to the maximum distance at which intelligent creatures can recognize specific sounds as speech. This in no way implies that the creatures in question can understand what is being said. Thus, a triton (native creature) could hear two surface dwellers talking from 300 feet away, but it could not distinguish individual words from that distance.

Simple speech refers to one- or two-word phrases or simple ideas—such as "go up," "danger," and "flee."

Complex speech refers to anything more complex than Simple speech. Whole sentences or concepts such as "swim 50 feet up and investigate that coral reef" are examples of Complex speech. Dungeon Masters should note that *unassisted surface dwellers* cannot understand Complex speech at any distance.

To simulate the increased vocal and auditory capabilities of marine creatures such as whales, dolphins, and sahuagin, DMs can multiply the effective hearing ranges of these creatures up to a factor of 1,000 when they communicate with each other. Thus, a gray whale could effectively communicate with another of its species at a maximum distance of 50,000 yards (a distance of nearly 28 miles)!

Surface Activity refers to fairly soft man-made sounds produced by activity above the surface of water—such as the sounds made by rowing a boat, conversation, sailing a ship, and fishing. Moderate *surface activity* refers to the sounds produced by a man-sized or smaller creature jumping or falling into the

water, the sounds of a person swimming, or the sounds made by a person running across the bottom deck of a ship. Heavy *surface activity* refers to things such as surface combat, dropping anchor, and construction

Underwater Activity refers to normal sounds produced by undersea creatures in their own environment—such as the normal clicks, whistles, and buzzes made by small sea creatures. Moderate *underwater activity* includes the use of tools underwater, the sounds produced by Medium to Huge marine creatures, and the sounds of combat with non-metallic weapons. Heavy *underwater activity* includes combat with surface weapons, spell effects, and underwater construction

Speaking

Humans, demihumans, humanoids, and many other surface-dwelling creatures produce speech through the movement of air across their vocal chords, tongues, and lips. This air-driven mechanism presents a problem to surface dwellers who find themselves in water, as air becomes a precious commodity. At best, these characters can use their dwindling air supplies in an attempt to produce sound. This attempt, however, usually results in a distorted "burble" as the expelled air bubbles surround the speaker.

Characters can only engage in normal, undistorted speech through the help of magical items or spells that surround the PC in question with a sphere of air (such as the *airy water* spell, a *helm of underwater action*) or the use of some magic that allows surface dwellers to function normally underwater, such as a *ring of free action*. Note that a *free action* effect usually does not bestow the ability to breathe water

Underwater Conversation

The distance at which a creature can effectively speak and convey information to another creature is limited by the listener's auditory range. For example, Waryn the gnome, an *unassisted surface dweller*, attempts to communicate a Complex idea to Vandar, a warrior using a *helm of underwater action*. Because of Vandar's *magical assistance*, he can understand Waryn's "burbling" speech from up to five yards away

Unfortunately, the white noise generated by pressure and the constant background sounds of underwater life limit Waryn's *unassisted* hearing. Thus, if Vandar wished to reply to his friend, he would have to come within five feet of the gnome. In any event, Waryn would be unable to comprehend any Complex speech regardless of Vandar's proximity

Non-verbal Communication

Because of the difficulty involved in communicating while submerged adventurers often rely on magic to converse. However, magic has its own drawbacks underwater (see the Spellcasting chapter for more details).

To overcome these obstacles, enterprising adventurers have developed their own method of non-verbal communication. This language, similar to sign language, allows "speakers" to convey information quickly and silently while underwater. It is possible for player characters with a nautical background to know this language; however, DMs should familiarize themselves with its advantages and limitations, as detailed in the new Underwater Communication proficiency below, before allowing its use in play.

Underwater Communication Proficiency

This proficiency allows characters to communicate underwater through the use of specialized hand signals, body gestures, and other non-verbal cues. "Speakers" of this language can convey simple ideas or one- or two-word messages, such as "Help," "Danger," "Treasure," "Surface," and "Need Air," without making a proficiency check. More complex messages, such as "Swim out of range while I cast a *lightning bolt*," or "Here comes a shark" require the "listener" or recipient of the communication to make a successful proficiency check. Failure means that the listener could not understand the message

Such non-verbal communication requires that all participants stand within visual range of each other. DMs should feel free to require proficiency checks from all participants when lighting conditions or water quality warrant it—such as two adventurers attempting to communicate in *murky* water—or when attempting to communicate during combat.

Underwater Communication costs two proficiency slots and is available under the General proficiency group. Characters make proficiency checks based on their Intelligence with a –3 modifier.

For those players using *PLAYER'S OPTION®: Skills and Powers* characters, Underwater Communication costs four Character Points. Its relevant subability is Knowledge, and its initial rating is 10.

Dungeon Mastery Tips: Hearing

It is extremely challenging to role-play the difficulties involved in communicating verbally while submerged. The following list offers practical advice to Dungeon Masters on how to facilitate such role-playing in their underwater campaigns.

• Play normally and rely on players to role-play as if their characters can only use brief communication.

This represents the simplest way to run an underwater adventure or campaign and minimizes the work involved for both players and DMs However, such a method requires a group of dedicated role-players who are willing to place their characters into danger even though they as players can easily communicate the perils of any move to each other.

• Limit every player who runs a character without magical assistance to speaking only in two- or three-word sentences.

This method requires a lot of patience on the part of each penalized player. However, such limitations highlight the difficulties and frustrations involved in underwater communication.

• Have players whose characters do not possess magical assistance cover their mouths when their characters talk underwater. Likewise, have them cover their ears when role-playing an underwater listener.

Although this may seem silly at first, it does convey the difficulties of unassisted underwater conversation. Normal conversation is possible within listed hearing ranges. However, a character's ability to understand another party member—or be understood by another party member—becomes severely compromised. This method also allows for the simulation of genuine misunderstandings between party members who are trying to work out a plan while underwater

These methods may prove difficult to implement at first. However, DMs who award substantial experience points to players who excel at this type of underwater role-playing will quickly find their groups rising to the challenge.
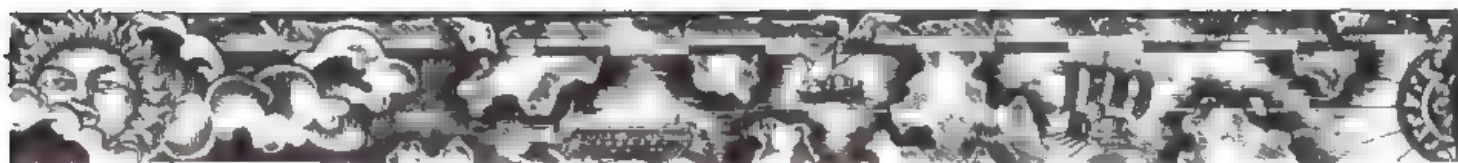
Movement

Surface dwellers suffer a distinct disadvantage when attempting to move underwater. Currents, pressure, and resistance severely limit a creature's ability to travel in a watery environment. Of course, magical items (such as a *ring of free action*) and magic spells (like *teleport*) can partially or completely negate such difficulties. However, characters without magical assistance must either find a solid surface upon which to walk, or swim to their destinations.

Swimming Underwater

Adventurers who decide to swim underwater face a difficult task. Water resistance and the additional weight of adventuring gear combine to slow the progress of a swimming character. Nonproficient swimmers (adventurers who do not possess the Swimming proficiency) flail their arms and legs wildly and swim at a rate equal to one third of their current land movement times five in yards. Thus, a nonproficient dwarf could swim at a rate of 10 yards (6÷3=2×5=10) or 30 feet in one round.

If the optional encumbrance rules (see *PHB*, Chapter 6) are in force, nonproficient characters must qualify as unencumbered to move even at this slow a pace. Encumbered nonproficient swimmers (even lightly encumbered ones) cannot swim any distance—they are stuck at the bottom of the river, lake, or sea.

Characters with the Swimming proficiency can swim at a rate equal to one half of their land movement times five in yards. Thus, a proficient dwarf could swim up to 15 yards (6÷2=3×5=15) or 45 feet in a single round.

Note that proficient swimmers can still swim while encumbered if the optional encumbrance category rules are in force. Lightly encumbered proficient swimmers travel at one third of their land movement rates times five in yards. Moderately (and more heavily) encumbered characters cannot swim until they jettison the extra weight.

Under no circumstances should a Dungeon Master allow a character in nonmagical metal armor to swim. Simply put, the weight of such armor and its restriction of limb actions make it impossible for even the most proficient swimmer to move while wearing it.

Surfacing

During the course of an adventure, it may become necessary for a submerged character to rise to the surface. As a simple rule, all actively swimming characters can ascend at their maximum underwater swimming rates. Characters simply floating to the surface—unconscious characters, for example—rise at a rate of 10 feet per round. However, if the DM uses the optional encumbrance rules, encumbered characters cannot simply float to the surface. If these characters do not actively swim, they sink (see below).

Sinking

Sinking characters descend at a rate of 10 feet per round. This rate of descent increases to 40 feet per round if a character wears metal armor or carries more than 30 pounds of equipment. Characters swimming straight down descend at their current swimming rates and can add their sinking rates to their downward movement each round.

Maximum Depth

Because pressure increases dramatically as depth increases, player characters and many other creatures cannot function very far below the surface without magical assistance or specific biological adaptations. **Table 43: Maximum Functioning Depth** shows the maximum depth at which unassisted player character races can still function (fight, cast spells, explore, etc.) in relation to other more adapted creatures and monsters.

Through force of will, luck, and sheer physical endurance, PCs (and other creatures) without magical assistance can extend their maximum functioning depths. The danger such action poses, however, is quite grave; the pressure of the ocean depths can easily crush surface dwellers who travel too far out of their element.

Once any creature moves beyond its maximum depth, it must make a successful saving throw vs. paralyzation to resist the detrimental effects of pressure. The creature must attempt the saving throw at the end of each turn it remains below its maximum depth. Failure indicates that the creature suffers 4d10 points of crushing damage per round, plus 1d10 points of damage for each Depth Unit below the creature's maximum depth.

A Depth Unit is a number of feet equal to the particular creature's maximum depth. (Thus the exact value of each creature's Depth Unit varies with the creature.) For example, the Depth Unit for a dwarf is 600 feet. If a dwarf fails his saving throw vs. paralyzation, he suffers 4d10 plus an additional 1d10 points of damage at depths of 601 to 1199 feet. At depths between 1200 and 1799 feet, a failed save would cause a dwarf 4d10 plus an additional 2d10 points of damage, as he would be 2 Depth Units beyond his maximum.

A successful saving throw vs. paralyzation, however, indicates that the PC in question can function at an additional Depth Unit—albeit less efficiently—for up to one day. The creature can withstand the pressure at the new depth even if it subsequently descends another Depth Unit and fails its save.

Even with successful saving throws, creatures functioning beyond their maximum depths do so with a –1 penalty to initiative rolls, attack rolls, saving throws, and ability checks for each Depth Unit beyond the first.

These penalties are in addition to the standard underwater penalties described earlier in this chapter.

Maximum Functioning Depth by Race

Note that the greatest dichotomy in the depth limits for demihumans occurs between elves and dwarves. Elves, with their lighter physiology, cannot withstand the rigors of pressure as well as other races. Dwarves, on the other hand, possess thick bones and a stronger musculature. these characteristics allow them (ironically, considering their attitudes about water) to resist the effects of pressure and function with the most ease.

For example, Marlon, a human rogue, finds herself adventuring 300 feet below the surface of the water. According to Table 43: Maximum Functioning Depth, Marlon can function quite normally while at this depth. (Her normal maximum depth is 400 feet.) However, the young rogue spots something shiny in the water 120 feet below her and swims down.

Table 43: Maximum Functioning Depth

Depth Unit (feet)

Halfling
Gnome
200

Elves
300

Aquatic
Elves
350

Humans
400

Dwarves
600

Bottlenose
Dolphin
700

Locathah
1000

Merman
1100

Triton
1200

Sahuagin
2000

Sperm
Whales
3000

Anguilian
3700
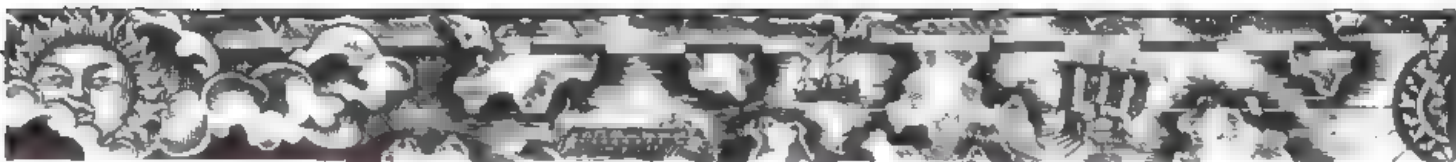
After Marlon spends one turn at the increased depth, her player rolls the die and gets a 17. Success! Marlon has resisted the negative effects of pressure and can now function at an additional Depth Unit (with a −1 penalty to most die rolls for being 1 Depth Unit beyond her maximum depth). According to Table 43, Marlon's Depth Units occur at 400 feet intervals. Because of her successful saving throw, she can resist the crushing effects of pressure for an additional 400 feet (from 401 to 800 feet) for one day. If she passes beyond 800 feet (and stays at that depth for more than a turn), the rogue must make another saving throw vs. paralyzation (with a −1 penalty). If she fails, Marlon suffers 6d10 points of damage per round (4d10 for failing her save plus 2d10 for being two Depth Units beyond her normal maximum). Marlon would stop taking crushing damage once she reached 800 feet or above, as she had previously acclimated to that depth by making her saving throw vs. paralyzation.

Of course, certain magical items and magic spells can extend a character's maximum functional depth—sometimes indefinitely. For details, see Chapters 7 and 8.

Swimming and Maneuverability

An excursion underwater is a journey through a completely alien environment and even the most accomplished swimmers must be prepared to deal with a few limitations. Most character races are not built for speed or maneuverability underwater. Therefore, certain actions become more difficult to perform while swimming underwater.

A character must attempt a Dexterity check when performing abrupt or complex maneuvers underwater. Failure indicates that the character cannot perform the action until the end of the next round. Such actions might include turning to face an enemy, grabbing for a spare weapon, or coming to a sudden full stop after moving at top speed. Nonproficient swimmers suffer a −4 penalty to the roll.

For example, a marine troll attacks Corinna from behind as she swims away from the temporary shelter of some underwater caves. Corinna's player makes a Dexterity check (the character has a Dexterity of 16) and rolls a 17. She fails; therefore Corinna is unable to turn around and face her attacker until the end of the next round, giving the marine troll first strike in the next round.

Swimming and Endurance

Swimming underwater is just as tiring as surface swimming. As with the latter, the length of time that a character can swim while underwater depends on his Constitution score. See the section on Swimming in Chapter 14 of the *Player's Handbook* for details.

There is, however, one notable change to the swimming rules: Characters regain Strength and Constitution points lost due to prolonged swimming or speed increases at one-half the normal rate while submerged. For each full day of rest, a character regains 1d3 Constitution points. If a character has lost both Constitution and Strength points from swimming, the character regains only 1 point in each ability for every day of rest.

For example, Corinna, a paladin, has an effective Constitution score of 10 after several tiring hours spent swimming toward a series of undersea caves. Once in the caves, she decides to rest for a day. Her player rolls 1d3 and gets a 2. After her day of rest, Corinna regains 2 points of Constitution.

In addition to regaining lost ability score points, a character may also reduce attack penalties incurred through extensive swimming. For each full day of rest, a character may remove 1d3 points of attack penalties.

In all cases, "rest" assumes adequate food and water, as well as a semi-comfortable place to recuperate. For example, a soft, flowing bed of kelp would allow a character to rest adequately. A tiny cave full of sharp stalagmites and other dangerous debris, on the other hand, would prove insufficient for a character needing to recuperate.

Walking

Walking is another common method of underwater locomotion that surface dwellers use. The ability to walk underwater presupposes a solid surface—such as a lake bottom or underwater ridge—and some method of remaining firmly attached to that surface. The weight of adventuring equipment or other ballast (rocks, treasure, etc.) usually suffices.

A character can walk at a rate equal to one third of his land movement times five in yards per round. A human walking underwater could travel 20 yards (12÷3=4×5=20) or 60 feet a round, a rate of underwater travel equivalent to that of a nonproficient swimmer. However, walking characters do not lose Constitution points as do swimmers. In addition, PCs who walk can turn to face attackers without making Dexterity checks.

Underwater Combat

. There we were, surrounded by th' stinkin' beasties! Half m' crew had already fallen to those gods-cursed devil men, and th' yardarms were crawlin' with 'em. Suddenly, I'm fallin' off th' port bow, pushed by th' grandaddy of all fiends

As th' cold waters swallowed me up, I made out dim shapes a'headin' towards me from th' murky depths. I lay about me with m' cutlass, but no use. Now, I've disemboweled more men in m' days faster'n ya could say "three sheets t' the wind," but these beasties were fast. 'Twas like movin' in slow motion; I might as well have been fightin' with a fishin' hook fer all th' good it did me.

Th' smell of me blood must've driven 'em wild, cuz' of a sudden they got all frenzied! If 'tweren't fer th' magic o' th' ship's weather witch, m' bones'd be decoratin' some triton's coral hall. As 'tis, I got me this here hook to remind me o' that day. Gods what a fight!
—conversation with Captain Angus Graybeard

Land-dwelling adventurers find underwater combat a dangerous and complex affair—especially for the unprepared. The difference in apparent weights and the greater resistance of water provide severe impediments to the employment of fighting styles developed primarily for use on land

Combat Effects

Surface dwellers add 4 to their initiative rolls and suffer a –4 penalty to their attack rolls when fighting underwater. In addition, the swirling currents and dim visibility of a watery environment prevent characters from receiving any offensive bonuses from weapon specialization—including attack bonuses, damage bonuses, and extra attacks each round

Certain magical items (such as a *ring of free action*), spells, and specially designed underwater weapons negate these penalties. These items are, however, quite rare. Most surface-dwelling adventurers who find themselves traversing murky depths do so at a distinct disadvantage

Melee Attacks

The greatest challenge to any underwater combat is the resistance of water. Although weapons retain their mass and density underwater, water resistance significantly weakens their impact. As a result, only weapons that use a thrusting motion are effective underwater. For a complete listing of weapons that function underwater, check **Table 44: Underwater Characteristics for Weapons.**

Missile Attacks

Thrown weapons such as daggers and darts do not function underwater. In addition, normal bows and crossbows are not effective when used underwater, as their wooden components tend to warp and, in the case of crossbows, their firing mechanisms tend to rust and lock.

Underwater Combat Proficiency

Adventurers traveling through strange undersea environments need not go without defenses. Characters can become proficient in underwater combat and master practical fighting styles that prove effective in a marine environment. Through extensive training, proficient PCs learn to compensate for the inexorable pull of underwater currents and the resistance of water to the motion of weapons.

Characters with the Underwater Combat proficiency only add 2 to their initiative rolls and suffer only a –2 penalty to their attack rolls. The proficiency costs two proficiency slots and is available under the Rogue and Warrior proficiency groups. Its relevant ability is Dexterity. Adventurers who fill four proficiency slots with Underwater Combat may add their combat bonuses (attack, damage, and extra attacks) for a single level of weapon specialization (assuming the character is already specialized). However, under no circumstances can characters add the effects of double specialization or weapons mastery to their attack and damage rolls.

For those players using *PLAYERS OPTION® Skills & Powers* characters, Underwater Combat costs four character points (or eight points to allow the use of one level of weapon specialization underwater). In addition, its relevant subabilities are Muscle and Balance. It has no initial rating

Special underwater missile weapons do exist. However, such weapons are exclusively the purview of intelligent sea-dwelling societies—such as sea elves and tritons. Due to their somewhat different construction, these weapons require their own specific weapon proficiencies.

Such weapon proficiencies, however, are very difficult to come by and may only be appropriate for certain classes or kits (such as the buccaneer, pirate, and swashbuckler), or any character with a primarily nautical background. Earning a proficiency with a weapon designed for underwater use requires many hours of practice submerged in a watery environment, as well as a weapon crafted by an intelligent marine race. For the most part, such practice can only come about through magical means, and PCs will be hard pressed to find a teacher with the resources and inclination to impart his knowledge. After all, intelligent sea-dwelling races are reluctant to surrender their tactical advantage by giving a surface dweller an effective underwater weapon.

However, surface weapons are related to their underwater counterparts. Thus, a warrior proficient with a normal hand crossbow would receive a related weapon bonus, thereby suffering a nonproficiency penalty of only –1 (half the normal nonproficiency penalty, rounded up) when wielding an underwater hand crossbow

DMs should note that all penalties incurred for nonproficient weapon use and missile range attack roll modifiers are in addition to the general underwater attack penalty of –4.

For example, Mara, a 4th-level fighter, has fallen overboard during a fierce storm. While submerged, Mara notices a shark about eight feet away. In an attempt to drive the predator away, she fires her surface hand crossbow. Since she is underwater, the fighter suffers a base –4 penalty to her attack roll. Unfortunately for Mara, the shark is at medium range for her surface crossbow and so she receives an additional –2 penalty. Mara, then, must make this shot with a final attack roll penalty of –6. Let's hope she's a good shot.

Jousting

Many marine races harness the abilities of surrounding sea creatures to aid their societies. For example, whales and other large aquatic mammals often help sea elves and mermen move heavy materials or obstructions, and sahuagin use sharks to guard their cities and dispose of waste.

Likewise, many underwater cultures utilize marine creatures—such as dolphins, whales, seahorses, and so on—as mounts. In some cases, these mounts serve in much the same way as surface-dwelling cavalry horses.

When two or more mounted creatures face each other in underwater combat, they may "charge" directly at each other and engage in a joust. Jousting creatures do not need to roll initiative, as both attacks occur simultaneously. Characters with multiple attacks cannot attack twice in the same round during a joust. Rather, the characters may use their additional attacks to parry (see Chapter 9 of the *DUNGEON MASTER® Guide* for more details on parrying) the incoming lance attack; however, they must be equipped with some type of shield to do so.

Since lances are specifically designed to dismount riders, any time a lance inflicts more than 8 points of damage (after doubling the damage for a charge attack), there is a chance that the victim is knocked off his mount. Such victims must make a successful Underwater Riding Proficiency check (see page 81) or fall off their mounts. Unencumbered dismounted characters float up at a rate of 10 feet per round. Encumbered dismounted characters sink at a rate of 10 feet per round (40 feet if they wear metal armor or possess more than 30 pounds of equipment).

Occasionally, the force of an attack may shatter a lance. Whenever a lance inflicts more than 12 points of damage (after doubling the damage for a charge

attack) or is successfully parried with a shield, the lance must roll an item saving throw vs. Crushing Blow. (Treat the lance as Wood, Thin.)

Characters *must* have the Underwater Riding proficiency (detailed below) and a trained mount before engaging in an underwater joust. In addition, the normal -4 attack penalty still applies to submerged characters without such magical augmentation as a *ring of free action*

Underwater Riding Proficiency

With this proficiency, characters can use underwater creatures as mounts Proficient characters can easily direct such creatures and can even fight while riding their mounts—though they do not receive the +1 attack bonus for mounted combat. In addition, mounted characters with this proficiency can engage in underwater jousts. DMs should note, however, that non-proficient characters cannot ride underwater mounts

Typical mounts include dolphins, small whales, seahorses, and sharks, though many other marine creatures can easily serve as underwater mounts. This proficiency does not, however, allow characters to train such creatures as mounts nor tame otherwise hostile creatures. A creature's training must occur prior to its use as a mount

Underwater riding costs two proficiency slots and is available under the General proficiency group Its relevant ability is Dexterity, and its check modifier is 2. DMs may wish to limit this proficiency to those characters whose backgrounds support such an unusual ability. Thus, heroes from a landlocked mountain community should not have access to this proficiency)

For those players using PLAYER'S OPTION®: *Skills & Powers*, Underwater Riding costs four character points Its relevant subability is balance, and its initial rating is 7

Table 44: Underwater Characteristics for Weapons

Weapon	Wt.	Size	Type	Speed	Damage vs. Size Sm-Med	Damage vs. Size Large
Adze				N/A		
Ankus	4	M	P/B	8	1d3	1d3
Axe (All types)				N/A		
Bagh nakh	1	S	S	4	1d2	1d2
Belaying pin				N/A		
Blowgun				N/A		
Bo stick	4	L	B	9	1d2	1
Bolas				N/A		
Boomerang				N/A		
Bottle				N/A		
Bow (All types)				N/A		
Brandistock	5	M	P	7	1d6	1d6
Caltrop[1]	*	S	P	—	1	1d2
Cestus[2]	2	S	P	4	1d3	1d3
Chain				N/A		
Chakram				N/A		
Chijikiri[3]	6	M	P	7	1d6	1d8
Club (All types)				N/A		
Combined Weapons (All types)				N/A		
Crossbow[4]						
Cho-ku-no				N/A		
Hand[5]	3	S	—	6	—	—
Hand quarrel	*	S	P	—	1d3	1d2
Heavy[5,6]	14	M	—	11	—	—
Heavy quarrel	*	S	P	—	1d8+1	1d10+1
Light5,6	7	M	—	8	—	—
Light quarrel	*	S	P	—	1d6+1	1d8+1
Pellet Bow				N/A		
Dagger[7]	1	S	P	4	1d4	1d3
Bone[7,8]	1	S	P	4	1d2	1d2
Jambiya	1	S	P/S	5	1d3	1d3
Katar	1	S	P	4	1d3+1	1d3
Main-gauche	2	S	P/S	5	1d3	1d3
Parrying	1	S	P	4	1d3	1d3
Stiletto[7]	½	S	P	3	1d3	1d2
Stone[7,8]	1	S	P	4	1d3	1d2
Dart				N/A		
Sahuagin[5,10]	1	S	P	4	1d4	1d3
Flail (All types)				N/A		
Flintlock (All types)				N/A		
Fork	6	L	P	8	1d6	1d6+1
Gaff/Hook	2	S	P	3	1d4	1d3
Grapple				N/A		
Gunpowder				N/A		
Gunsen				N/A		

Weapon	Wt.	Size	Type	Speed	Damage vs. Size	
					Sm-Med	Large
Hammer				N/A		
Hand match				N/A		
Harpoon[6,7]	6	L	P	7	2d4	2d6
Bone[6,7,8]	5	L	P	7	1d6	1d10
Sahuagin[5,10]	6	L	P	6	2d4	2d6
Hatchet				N/A		
Javelin[7]	2	M	P	4	1d3	1d3
Stone[7,8]	2	M	P	4	1d3	1d2
Jitte				N/A		
Kama	2	S	P/S	5	1d4	1d3
Kau sin ke				N/A		
Kawanaga[7]	1	S	P/B	—	1d3	1d2
Knife[7]	½	S	S/P	4	1d3	1d2
Bone[7,8]	½	S	P	4	1d2	1d2
Stone[7,8]	½	S	P	4	1d2	1d2
Throwing				N/A		
Kusari-gama				N/A		
Lance						
Light[11]	5	L	P	6	1d6	1d8
Medium[11]	10	L	P	7	1d6+1	2d6
Heavy[11]	15	L	P	10	1d8+1	3d6
Jousting[11]	20	L	B	10	1d3-1	1d2-1
Lantern				N/A		
Lasso[12]				N/A		
Mace (All types)				N/A		
Mace-axe				N/A		
Machete				N/A		
Mancatcher[6,13]	8	L	—	9	—	—
Matchlock (All types)				N/A		
Maul				N/A		
Morning star				N/A		
Net[6,14]	10	M	—	11	—	—
Sahuagin[5,10]	10	L	P	9	1d4	1d3
Nunchaku				N/A		
Parang				N/A		
Pick (All types)				N/A		
Pike[15]	12	L	P	13	1d6	1d12
Pilum[7]	3	M	P	5	1d6	1d6
Polearms						
Awl pike[15]	12	L	P	13	1d6	1d12
Bardiche				N/A		
Bec de corbin[6]				N/A		
Bill-guisarme[6]	15	L	P	12	1d4	1d6
Bill[6]	15	L	P	12	1d4	1d6
Fauchard	7	L	P	11	1d3	1d4
Glaive	8	L	P	11	1d3	1d4

Weapon	Wt.	Size	Type	Speed	Damage vs. Size	
					Sm-Med	Large
Glaive-guisarme[6]	10	L	P	12	1d4	1d6
Guisarme[6]			N/A			
Halberd[6]	15	L	P	13	1d3	1d3
Lajatang			N/A			
Lucern hammer[6,15]	15	L	P	13	1d4	1d3
Military fork	7	L	P	9	1d8	2d4
Nagimaki[11]	6	M	P	7	1d4	1d6
Naginata[11]	10	L	P	9	1d6	1d6
Partisan[15]	8	L	P	11	1d4	1d6
Ranseur[15]	7	L	P	10	1d4	1d4
Spetum[15]	7	L	P	11	1d3	1d4
Tetsubo			N/A			
Voulge	12	L	P	11	1d4	1d6
Pry bar			N/A			
Quarterstaff[6]	4	L	B	9	1d2	1d2
Rock			N/A			
Sai			N/A			
Sang kauw[6]	10	L	P	10	1d4	1d4
Sap			N/A			
Scourge			N/A			
Scythe			N/A			
Shuriken			N/A			
Sickle	3	S	P	6	1d2	1
Sledge hammer			N/A			
Sling (All types)			N/A			
Slow match			N/A			
Smoke powder			N/A			
Snaplock (All types)			N/A			
Spade	5	M	B	10	1	1
Spear						
One-handed[7,15]	5	M	P	6	1d6	1d8
Two-handed[6,15]	5	M	P	6	1d6+1	2d6
Long[6,15]	8	L	P	9	2d6	3d6
Stone						
One-handed[7,8]	5	M	P	6	1d4	1d6
Two-handed[6,8,15]	5	M	P	6	1d6	2d4
Staff sling (All types)			N/A			
Sword						
Bastard						
One-handed	10	M	P	9	1d4	1d6
Two-handed[6]	10	M	P	9	1d4+1	2d4
Broad	4	M	P	7	1d4	1d6
Claymore[6]	8	M	P	8	1d4+1	2d4
Cutlass	4	M	P	7	1d3	1d4
Drusus[16]	3	M	P	5	1d4+1	1d6+1
Estoc	5	M	P	5	1d6	1d8

Weapon	Wt.	Size	Type	Speed	Damage vs. Size Sm-Med	Large
Falchion				N/A		
Gladius	3	S	P	4	1d4	1d6
Katana (All types)				N/A		
Kopesh				N/A		
Long	4	M	P	7	1d4+1	1d6+1
Ninja-to				N/A		
No-dachi				N/A		
Rapier	4	M	P	4	1d6	1d8
Sabre	5	M	P	7	1d3	1d4
Sapara				N/A		
Scimitar (All types)				N/A		
Short	3	S	P	3	1d6	1d8
Spatha	4	M	P	7	1d4+1	1d6+1
Sword-axe				N/A		
Tulwar				N/A		
Two-handed	15	L	P	11	1d4	2d4
Wakizashi				N/A		
Three-piece rod				N/A		
Torch				N/A		
Trident						
One-handed[7]	5	L	P	7	1d6+1	2d4
Two-handed	5	L	P	7	1d8+1	3d4
Sahuagin[5, 10]	5	L	P	6	1d8+1	3d4
Vial				N/A		
War hammer				N/A		
Wheellock (All types)				N/A		
Whip				N/A		

Notes

* These items weigh little individually Ten of these weigh one pound

1 Caltrops remain ineffective underwater unless carefully placed on a firm surface In any case, caltrops inflict no damage unless stepped on (see page 86).

2 This assumes the cestus is fitted with sharp blades or points Blunt versions are not effective underwater

3 Only the spear function of this weapon is effective underwater (see page 86)

4 Normal crossbows do not function underwater, but see the optional rule on page 80 The values listed are for weapons specially made for underwater use (see page 86)

5 See the Underwater Missile Weapons Table for range and rate of fire

6. The weapon requires two hands to wield regardless of the user's size

7. This weapon cannot be thrown underwater.

8 Bone and stone weapons have a 1-in-6 chance of breaking whenever the user rolls maximum damage

9 Grapples are effective only when dragged through the water (see page 86)

10. Sahuagin weapons have special effects (see page 87).

11 These weapons inflict double damage when wielded in a mounted charge, provided the mount is suitable (see page 86).

12 Lassos have only limited effectiveness underwater (see page 86)

13 This weapon dismounts a rider on a successful hit and can trap opponents (see page 87)

14. Nets usually must be dropped on opponents (see page 87)

15 These weapons inflict double damage if firmly set to receive a charge
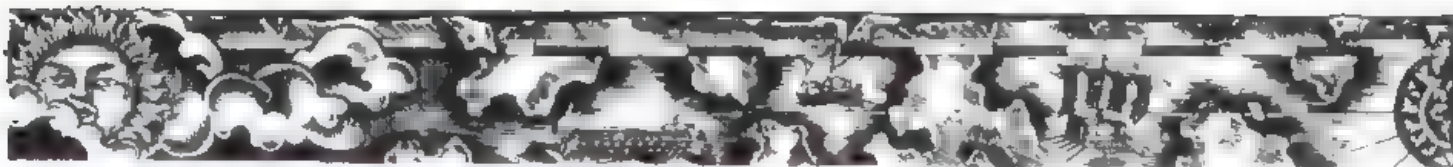
16. Requires repair after each battle (see page 86).

Table 45:
Underwater Missile Weapons

Weapon	Rate of Fire	Range (Yards)		
		S	M	L
Crossbow				
Hand	1	5	10	15
Heavy	1/2	15	20	25
Light	1	10	15	20
Dart				
Sahuagin	2	5	10	15
Trident				
Sahuagin	1	5	10	15

Table 44: Underwater Characteristics for Weapons lists every weapon available in the AD&D game and details its effectiveness (or ineffectiveness) in underwater combat. As mentioned earlier, only thrusting weapons function underwater. Thus, most of the weapons available for underwater use are piercing weapons. Some slashing weapons are also effective underwater; however, the manner in which they are used and their damage ratings are altered significantly in such an environment.

To reflect the greater resistance of water and the different handgrips and motions required to wield a surface weapon underwater, most of these weapons have higher speed factors and lower damage potentials. However, certain weapons, like the trident or spear, and other arms specifically designed for marine use, function quite well underwater. Adventurers who plan on extensive marine journeys would do well to choose their weapons wisely.

Special Weapons

Special combat maneuvers and other underwater modifications to specific weapons follow in the text below. Interested DMs can find descriptions of all the weapons listed in Chapter Seven of the *PLAYER'S OPTION®: Combat & Tactics* book.

Caltrops: These star-shaped iron spikes must rest on a hard surface, such as the plateau of an underwater mountain or the stony bottom of a lake, to cause damage. Creatures walking through an area sown with caltrops must make a successful Dexterity check at a –3 penalty, unless the creatures possess magic that allows them to move about freely, in which case they do not suffer any penalty. Failure indicates that the creature in question steps on the caltrops and suffers the appropriate damage.

Chijikiri: This composite weapon consists of a spear with a length of chain attached to the butt. Only the spear section is effective underwater. In addition, the chijikiri does not confer its normal +4 bonus to pull/trip maneuvers when used underwater.

Drusus: The drusus is a roman short sword of exceptional quality. Its razor-sharp edge provides a +1 bonus to attack rolls. However, characters must have the weapon sharpened by a weaponsmith after every fight to keep the +1 bonus.

Grapple: If towed through the water at a speed of 12 or better, a grapple can snag creatures, provided they wear clothing or equipment that the grapple's prongs can catch.

Any such creatures in the grapple's path can attempt saving throws vs. breath weapon to avoid being snagged. If the save fails, the creature can attempt a new save each round to get loose, but the attempt consumes the entire round. Creatures armed with cutting weapons can cut themselves free, provided the grapple is attached to a rope or cord.

Lances: Characters can use these weapons most effectively when mounted. Almost any Medium or Large-sized marine creature of Animal intelligence or greater can serve as a mount—though such a mount must have proper training. For more information, see the Underwater Jousting section in this chapter.

Lasso: This weapon does not function very effectively underwater. Characters who wish to use such a weapon must have a heavier underwater version specially crafted. Even so, proficient users cannot throw the lasso as they would on the surface. In fact, the lasso must be carefully dropped on an opponent from above. This requires an attack roll against Armor Class 2; any defensive bonuses the opponent enjoys from magic or Dexterity improve the defender's effective Armor Class.

A successful attack indicates that the lasso has pinned the defender's arms. The victim can attempt a saving throw vs. breath weapon when the lasso strikes. If successful, he escapes the lasso and can act normally. If the defender does not avoid the lasso immediately, he can make a Strength check each round to break free.

Mancatcher: The mancatcher is a short pole-arm with two curving, fork-like prongs. The prongs possess hinges and can close around a creature. Mounted victims must make a successful Underwater Riding proficiency check or fall off their mounts when caught by this device

In addition, the mancatcher traps opponents on a natural attack roll of 20 (mounted characters can be both trapped and pulled from their mounts). Trapped opponents lose all Dexterity and shield adjustments Furthermore, they sustain 1d2 points of damage each round. They only way to break free of a mancatcher is to make a successful bend bars/lift gates roll, which inflicts an additional 1d2 points of damage to the victim. A trapped creature can attempt to break free each round.

Net: Characters can use a net as a melee weapon or drop it on creatures from above. Regardless, an attack with a net must hit Armor Class 10 modified by any defensive bonus the defender might have for Dexterity or magic; a hit is automatic against a sleeping or helpless opponent. It takes a full round to ready a net for another attack once it misses or a trapped opponent escapes

A successful hit traps and immobilizes any man-sized or smaller target. The opponent has a chance to shake off the net by making a successful saving throw vs. breath weapon at a -2 penalty. Escaping from a net counts as the trapped creature's action for the round. If the saving throw fails, the trapped creature can try again the next round

Sahuagin Weapons: The sea devils make their weapons to suit their own physiology. Any non-sahuagin wielding one of these weapons automatically suffers the standard nonproficiency penalty for his class Though the sahuagin have mastered the trick of hurling missiles underwater (see *The Sea Devils*, Chapter 3, for details), other races cannot do so even when armed with sahuagin weapons
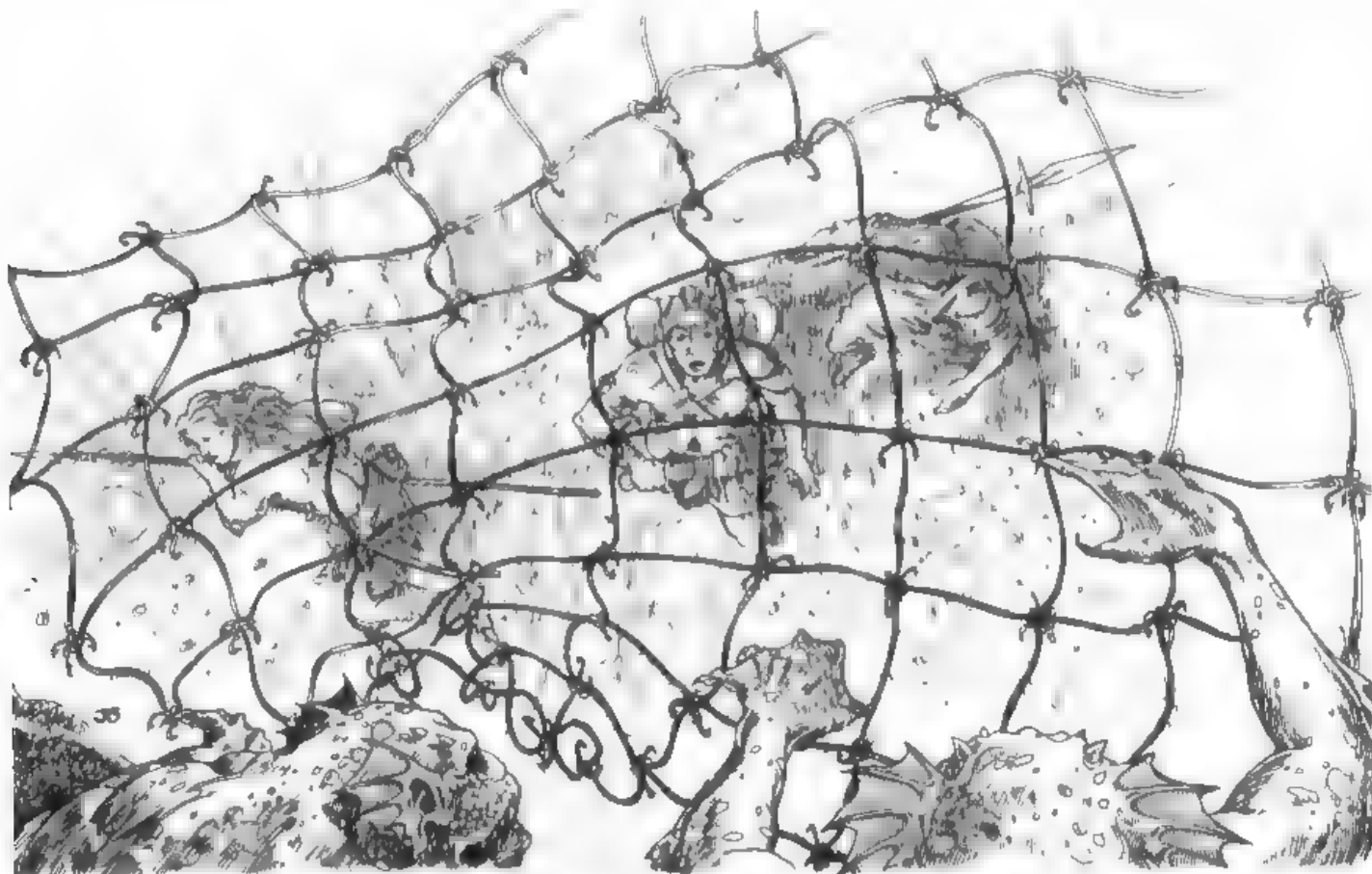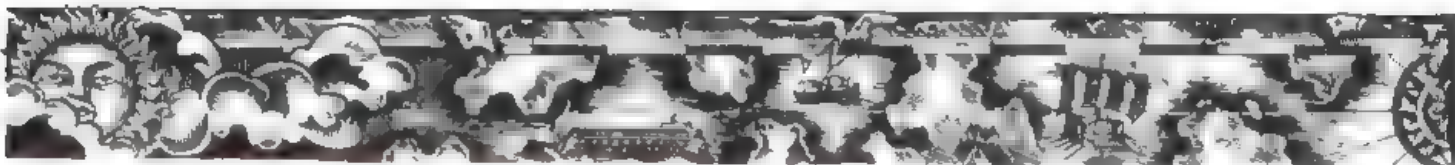
Spells Underwater

Think you that servants of The Craft are above the laws of the natural world? Although we possess power to bend and twist the forces of the Universe to our will and, as our more arrogant brethren would say, construct realities of our own devising, ours is not the ultimate mastery. The very elements that make up the Universe also run through us. We live—and die—according to the dictates of an incontrovertible truth: mortality.

For all of our erudition and arcane knowledge, our powers can but stave off the inevitable. All things must fade and even Magic changes in the face of the unalterable laws of the Universe.

Many a mageling has perished secure in the belief that 'this fire won't burn' or 'that spell wards against all possibilities.' Even the surest spell is not foolproof. Brethren, be sober and alert. Prepare wisely and attempt to understand the effect of all influences on the Force Magical.

—Thandar Bruen, "The Limitations of Magic in an Elemental Universe" From Lectures at the Arcane Order of Enchantment and Exposition.

Using spells and other magic underwater presents a variety of problems for adventuring heroes. Surface magic, usually designed by surface dwellers for use under familiar conditions, can act oddly when employed in a watery environment. In many cases, aquatic surroundings alter the unleashed magical energy or render such force ineffective.

In addition, submerged spellcasters must cast their spells in an alien environment, one that presents them with a multitude of new sights, sounds, and dangers. For many, the struggle to survive in such an environment precludes the possibility of successful spellcasting.

It is important for Dungeon Masters who plan on running underwater adventures or campaigns to familiarize themselves with the effects of water on spellcasting. This chapter includes new rules for underwater spellcasting, a complete list of spells that function underwater and their altered effects (if any), and some new spells specifically geared toward underwater adventuring.

Casting Spells Underwater

Although the two main spellcasting classes achieve their power through radically different channels— wizards spend years rigorously studying mystic lore and attempting to learn the secret of harnessing powerful energies through force of will, while clerics achieve their spellcasting ability through singular devotion to a deity or deities who grant the initiate a share of their own power—both groups release and direct their spells through the use of words, gestures, and (if the DM uses this optional rule) material components. The physical forces at work underwater increase the difficulty of successfully evoking and directing magical energy.

Verbal Components

Before a spellcaster can use a spell that requires a verbal component, he must freely articulate the necessary words and phrases. Submerged spellcasters find the task impossible without some form of appropriate magical assistance, as the short, burbled sound that emerges from an unassisted hero attempting to speak proves insufficient to cast a spell.

To cast spells with verbal components underwater, all spellcasters must use a magical item or spell that generates a field of air (such as an *airy water* spell or a *helm of underwater action*) or otherwise allows them to speak freely while submerged. DMs should note that, while the *potion of water breathing* and the *water breathing* spell allow users to breathe underwater, they do *not* allow speech or the casting of spells with verbal components.

Somatic Components

Spells requiring somatic components are extremely difficult to cast underwater. Increased water pressure and density, as well as swirling currents, make the hand gestures, arm motions and other kinesthesia necessary to release magical energy slower and more challenging to perform. Thus, all spellcasters must add 4 to their initiative rolls when casting spells underwater.

The initiative penalty is not cumulative with the normal underwater combat penalty (see Chapter 6 for details). It only applies to a spellcasting character who attempts to cast a spell while underwater. Certain magical items (such as a *ring of free action*) or spells that create a bubble of air around the spellcaster negate this penalty.

Table 46: Material Component Saving Throws

Component	Saving Throw
Models and Miniatures	
Bag, tiny	11
Bag, large	11
Bag, silk	16
Die	14
Doll, (replica of self)	12
Fan, silk	16
Fan, tiny	14
Glove, cloth	12
Glove, silk	16
Glove, leather	7
Glove, snakeskin	5
Glove, soft	13
Handkerchief, silk	16
Pouch, leather	7
Veil, silk	16
Vessel	13
Refined/Finished Items	
Box, small	13
Chest, tiny	13
Gauze	10
Key, silver	6
Mirror, silver	5
Parchment (or Paper)	16
Playing Card	15
Powder (or Dust, any type)	—*
Ribbon (& Bell)	11
Silk	16
Tissue, gold	15
Tissue, platinum	15
Vestment	9
Vellum	16
Water, *blessed*	13
Water, holy	13

Component	Saving Throw
Minerals	
Chalk	14
Charcoal	9
Coal	5
Mercury (Quicksilver)	14
Sand	12
Common/Household Materials	
Acorn	13
Bark Chips	12
Beeswax	6
Candle	6
Cloth, fine	12
Cloth, linen	9
Coffee Bean	13
Cord	8
Cord, silken	16
Corn, kernel	14
Cotton	12
Egg, shell	9
Eyelash	12
Fleece	14
Food	8
Fur	14
Gum Arabic	12
Handkerchief	12
Honey	14
Honeycomb	6
Humus	15
Leather	7
Meat, raw	12
Molasses	14
Oil	15
Peas	14
Rainwater (in vial)	13
Straw	13
String	13
Thread	13
Wax	6
Wool	14

Component	Saving Throw
Animal Specimens	
Claw, cat	14
Claw, umber hulk	9
Cocoon	15
Cricket	15
Feather, any type	16
Flesh	15
Fur, any type	14
Fur, cat (sealed in box)	10
Glow worm	15
Grasshopper, leg	16
Hair	16
Hair, drow	14
Hair, giant	13
Heart, hen	9
Scale, dragon	5
Scale, snake	7
Skin, preserved	14
Skin, snake	7
Tongue, snake	13
Herbs and Plant Specimens	
Aster seed	14
Bark	11
Berry, holly	4
Flower petal, any	16
Foxfire	13
Grass	16
Leaf, any type	16
Moss	13
Nut, shell	12
Oak wand	7
Root, licorice	13
Seed, sesame	16
Twig	9
Wood	11
Wychwood	11

* immersion immediately disperses or spoils these components.

Material Components

The inclusion of material components as a requirement in spellcasting is an optional rule. Many DMs run successful campaigns without requiring spellcasters to use material components. However, DMs are encouraged to include material components in their campaigns. Through the application of this requirement, DMs have an effective method of controlling the use of magic and regulating game balance. After all, it's difficult for a mage to abuse the *energy drain* spell when it requires the essence of a spectre or vampire dust, as both material components are difficult to come by.

Large amounts of water, though, have a profound effect on all types of material components. Powders, paper, and other such delicate items used in spellcasting tend to spoil, corrode, or become absorbed by the surrounding water. As a result, spells that require the use of such components *do not* function underwater. It is impossible to cast such a spell unless the spellcaster magically protects his material components or casts the spell within a bubble of air. DMs should consult the comprehensive spell lists below to determine whether or not a certain spell can be cast underwater.

in a spell. It not only takes into account the item's vulnerability to water, but also the degree to which a spellcaster can manipulate it while submerged. Small or lightweight components may float away before the spell's completion. Failure indicates that the component in question undergoes enough change (whether through absorption, decay, or other negative interactions with water) or floats far enough away from the caster at the moment of casting to ruin the spell. Consult **Table 46: Material Component Saving Throws** for a complete list of components and their saving throw values.

A Word About Spellbooks

Spellbooks contain mystical secrets wrested from the universe and painstakingly codified and recorded through the wizard's diligent efforts. In short, spellbooks represent the sum total of a wizard's arcane knowledge. Without his spellbook, a wizard cannot memorize spells; he becomes all but powerless.

Wizards and most other non-clerical spellcasters fully understand the importance of their spellbooks. They use nothing but the highest quality materials when constructing such books and take pains to protect them from the ravages of time and the elements. After all, losing a spellbook to water damage while adventuring in the middle of a dark forest during a fierce thunderstorm can set a wizard's rise to power back by years

Because of their high quality and layers of protection, most spellbooks can withstand the everyday rigors of adventuring. Jostling, falling, humidity, nonmagical heat or cold, and other general wear have little effect on such books. DMs rarely require spellbooks to make saving throws under such mundane circumstances.

Underwater adventuring, however, places great stress on traditional spellbooks and other written magical accouterments such as scrolls. These items must make a saving throw for every full day of immersion, unless magically protected from water damage. Spellbooks save on a roll of 12 or higher. Failure indicates that portions of the book sustain water damage, effectively destroying 1d8 spells. The DM should randomly determine which spells the wizard can no longer use from the spellbook.

> The *Player's Handbook* and DUNGEON MASTER® Guide clearly state that spellbooks can come in almost any form. DMs can waive the saving throw requirement or assign a bonus for non-standard spellbooks that naturally resist damage by water—such as those made from fired clay, treated bark, metal, or stone.

A Word About Holy Symbols

A priest's holy symbol represents his devotion to a collection of deities or to a specific power. It serves as the focal point of his faith and often channels the power bestowed by his deity to turn undead. In addition, priests often use holy symbols as material components for spells.

Because of their central importance in the life of clerics and priests, holy symbols are usually constructed from the highest quality materials. Holy symbols made from metallic or other water-resistant materials such as stone do not suffer any damage when immersed in water

Those symbols vulnerable to damage by water (such as holly leaves, leather symbols, bark, and so on) must make a successful saving throw for each full day of immersion. These symbols possess a base saving throw of 12. The DM should feel free to modify this number based on the symbol's degree of vulnerability. A symbol made from paper, for example, might need a roll of 15 or higher to resist immersion.

Failure indicates that the symbol in question suffers damage. A priest (or paladin) cannot use a damaged holy symbol to cast spells or turn undead.

Spells Allowed Underwater

The following list includes all wizard and priest spells from the *Player's Handbook*, *Tome of Magic*, and PLAYER'S OPTION®: *Spells & Magic* books that function underwater. This list includes alterations, if any, that occur when a particular spell is cast underwater. Spells that do not appear on this list cannot be cast underwater.

• Unless otherwise noted, fire-based spells do not function underwater unless cast and targeted within a pocket of air (such as that generated by an *airy water* spell) Spells requiring fire, smoke, liquids, powders, dusts, or mixtures made on the spot as components likewise fail unless cast in an air-filled space.

• If the DM does not use material components, all spells except those based on fire function underwater. The spellcaster is still subject to the normal verbal and somatic limitations detailed at the beginning of this chapter.

• Spells marked with an asterisk (*) either require material component saving throws (see Optional Rule, page 89), or this chapter provides additional information about their material components. If the DM does not use this optional rule, these spells cannot be cast while submerged.

• Spells marked with an "at" sign (@) have effects that undergo alteration or require additional explanation if the caster uses the spell underwater.

• *Italicized* spells appear in the *Tome of Magic*.

• Those spells listed in SMALL CAPS appear in the PLAYER'S OPTION®: *Spells & Magic* book.

Wizard Spells Available Underwater

1st Level	2nd Level	3rd Level	4th Level
Alarm@	Alter Self	*Alacrity*@	Charm Monster
Armor	Bind	*Alamir's Fundamental*	Chill Shield*@
Audible Glamer*	Blindness	*Breakdown*	Confusion*
Cantrip	Blur	*Alternate Reality*	Contagion
Change Self	*Chaos Shield*	*Augmentation I*	CONJURE ELEMENTAL KIN@
Charm Person	Continual Light@	BANDS OF SIRFLLYN@	Detect Scrying
Chill Touch	Darkness 15' Radius*	Blink	Dig@
Dancing Lights*	Deafness*	Clairaudience	*Dilation I*
Detect Magic	Deeppockets*	Delude	Dimension Door
DETECT PHASE	Detect Evil	Dispel Magic	*Divination Enhancement*
DETECT SECRET PASSAGES	DISPLACE SELF*	Explosive Runes@	Emotion
AND PORTALS	ESP	*Far Reaching I*	Enervation
Erase	Fog Cloud@	Feign Death	Evard's Black Tentacles
EXPEDITIOUS RETREAT@	Forget	Fly* @	Extension I
Feather Fall@	*Hornung's Baleful Deflector*	Fool's Speech	*Far Reaching II*
Fist of Stone@	Hypnotic Pattern*	Haste*	Fear*
Gaze Reflection	*Insatiable Thirst*@	Hold Person	*Greater Malison*
Hold Portal	Improved Phantasmal Force*	Infravision@	Hallucinatory Terrain*@
Hornung's Guess	Invisibility*	Invisibility 10') Radius*	Ice Storm@
Hypnotism@	Irritation*	Item	Illusionary Wall
Jump*@	Knock	LANCE OF DISRUPTION@	Improved Invisibility
Lasting Breath	Know Alignment	Leomund's Tiny Hut@	IMPROVED STRENGTH*
Magic Missile	Levitate* @	Lightning Bolt* @	LESSER GEAS
Mending	Magic Mouth*	*Lorloveim's Creeping Shadow*	*Locate Creature*
Message@	Mirror Image	*Minor Malison*	Minor Creation*
Nahal's Reckless Dweomer	Misdirection	Monster Summoning I* @	*Minor Spell Turning*
Nystul's Magic Aura*	Protection From Cantrips	Phantom Steed@	Monster Summoning II*@
Patternweave	*Protection From Paralysis*	Protection From	*Mordenkainen's Celerity*
Phantasmal Force*	PROTECTION FROM POISON	Normal Missiles	MORDENKAINEN'S
RAY OF FATIGUE*@	Ray of Enfeeblement	Spectral Force	FORCE MISSILES@
Read Magic	Scare	*Spirit Armor*	Otiluke's Resilient Sphere*
Shield	*Sense Shifting*	*Squaring the Circle*	Phantasmal Killer
Shocking Grasp@	Shatter @	Suggestion*	Plant Growth
Sleep*	Spectral Hand	Tongues@	Polymorph Other*
Spook	Stinking Cloud@	Vampiric Touch	PSYCHIC PROTECTION
Tenser's Floating Disk@	Strength*	WALL OF WATER*	Remove Curse
Unseen Servant*	WALL OF GLOOM@	Water Breathing@	Shadow Monsters
Wall of Fog@		*Wizard Sight*	*There/Not There*
			Thunder Staff
			Turn Pebble to Boulder@
			ULTRAVISION@
			Unluck
			Wall of Ice@
			Wizard Eye*

5th Level

Advanced Illusion*
Airy Water@
Avoidance
Bigby's Interposing Hand*
Chaos
Cone of Cold
Conjure Elemental@
Contact Other Plane@
Demi-shadow Monsters
Dismissal*
Domination
Dream
Extension II
Far Reaching III
Feeblemind
Hold Monster
IMPROVED BLINK
Leomund's Lamentable
 Belaborment@
Lower Resistance
Magic Jar
Magic Staff
Major Creation*
Monster Summoning III*@
Mordenkainen's Faithful
 Hound
Passwall*
PRYING EYES
RUSTING GRASP
Safeguarding
Seeming
Sending
Shadow Door
Shadow Magic
Stone Shape
Summon Shadow
Telekinesis@
Teleport
TENSER'S DESTRUCTIVE
 RESONANCE@
Transmute Rock to Mud@
Wall of Iron@
Wall of Stone*@

6th Level

Antimagic Shell
Augmentation II
Bigby's Forceful Hand*
Chain Lightning@
Claws of the Umber Hulk
Conjure Animals@
Contingency*
Demi-shadow Magic
Dilation II
DIMENSIONAL BLADE
ETHEREALNESS
Extension III
Eyebite
Geas
Glassee
Globe of Invulnerability
Lorloveim's Shadowy
 Transformation
Mass Suggestion*
Mirage Arcana
Mislead
Monster Summoning IV*@
Mordenkainen's Lucubration
Otiluke's Freezing Sphere@
Part Water@
Permanent Illusion*
Programmed Illusion*
Project Image*
Repulsion
Shades
Stone to Flesh
SUPERIOR MAGNETISM
Tenser's Transformation
Veil
Wildshield
Wildstrike

7th Level

Banishment*
Bigby's Grasping Hand*
Bloodstone's Frightful Joining
Charm Plants*@
Control Undead*
DESCENT INTO MADNESS
Duo Dimension*
Drawmij's Instant Summons
Finger of Death
Forcecage@
Hornung's Surge Selector
Intensify Summoning@
Limited Wish
Mass Invisibility*
Monster Summoning V*@
Mordenkainen's Magnificent
 Mansion*@
Mordenkainen's Sword
PERSISTENCE
Phase Door
Power Word Stun
Prismatic Spray
SEVEN EYES
Shadow Walk
Shadowcat
Spell Shape
Spell Turning
Suffocate
Steal Enchantment
Teleport Without Error
Vanish
Vision

8th Level

ANALYZE DWEOMER
Bigby's Clenched Fist*
Clone*
Demand*
Glassteel
Gunther's Kaleidoscopic Strike
HEART OF STONE
Homunculus Shield
Hornung's Random Dispatcher
IRON BODY@
Mass Charm
Maze
Mind Blank
Monster Summoning VI*@
Otiluke's Telekinetic Sphere*@
Otto's Irresistible Dance@
Permanency
Power Word Blind
Prismatic Wall
Screen
Sink@
Symbol@
Trap the Soul

9th Level

Astral Spell@
Bigby's Crushing Hand*
Chain Contingency
Crystalbrittle
Elemental Aura@
Energy Drain*
Foresight*
Glorious Transmutation
Gate
Imprisonment
Monster Summoning VII*@
Mordenkainen's Disjunction
Power Word Kill
Prismatic Sphere
PROGRAMMED AMNESIA
Shape Change
SPHERE OF DESTRUCTION
Stabilize
Succor
Time Stop
Wail of the Banshee@
Weird
Wildfire
Wildwind
Wish

Priest Spells Available Underwater

1st Level

ASTRAL CELERITY
Anti-Vermin Barrier*@
Animal Friendship@
BATTLEFATE
Bless*
BLESSED WATCHFULNESS
CALCULATE
Call Upon Faith
CALM ANIMALS@
Combine
Command@
Courage
Cure Light Wounds
Detect Evil
Detect Magic
Detect Poison*
Detect Snares & Pits
Emotion Read*
Endure Cold/Endure Heat
Entangle@
Faerie Fire*
Invisibility to Animals*
Invisibility to Undead
Know Age*
Know Direction*
Know Time
Light@
Locate Animals or Plants
Magical Stone@
Morale
ORISON
PROTECTION FROM CHAOS*
Purify Food & Drink
Remove Fear
Ring Of Hands
Sacred Guardian*
Sanctuary
Shillelagh*@
Speak With Astral Traveler
STRENGTH OF STONE*
Thought Capture
Weighty Chest

2nd Level

ASTRAL AWARENESS
Augury
Aura Of Comfort
Barkskin*
Calm Chaos
Chant
CHAOS WARD*
Charm Person or Mammal
Chill Metal@
Create Holy Symbol
CURE MODERATE WOUNDS
Detect Charm
Draw Upon Holy Might*
Emotion Perception
Enthrall
Find Traps
Hesitation
Hold Person@
Idea
IRON VIGIL
Know Alignment
Messenger@
Mind Read
Mystic Transfer
RESIST ACID AND CORROSION
Resist Fire/Resist Cold
RESTORE STRENGTH
Silence 15' Radius
Slow Poison*
Snake Charm@
SOFTEN EARTH AND STONE@
Trip
Warp Wood@
Withdraw
Wyvern Watch
Zone Of Truth

3rd Level

Accelerate Healing
Adaptation
Astral Window
Caltrops@
Choose Future*
Continual Light@
CONTROL ANIMAL
Create Campsite*
Create Food & Water@
Cure Blindness or Deafness
Cure Disease
DETECT SPIRITS
DICTATE
Dispel Magic
Emotion Control*
ETHEREALNESS
Extradimensional Detection
Feign Death@
Helping Hand*
Hold Animal@
HOLD POISON*
Invisibility Purge
Know Custom
Line of Protection
Locate Object
Magical Vestment*
Meld Into Stone
Memory Read*
Miscast Magic
Moment Reading
Negative Plane Protection
Plant Growth@
Prayer
Protection From Fire
Random Causality*
Remove Curse
Remove Paralysis
REPAIR INJURY
Rigid Thinking
Snare*
Stone Shape
Strength of One
SUMMON ANIMAL SPIRIT
Thief's Lament
Telepathy
Unearthly Choir@
Water Breathing@

4th Level

Abjure*
Addition*
Age Plant*
Animal Summoning I@
Blessed Warmth@
Body Clock*
Chaotic Combat
Chaotic Sleep*
Cloak of Bravery*
Compulsive Order
Control Temperature 10'
    Radius*
Cure Serious Wounds
Defensive Harmony
DIMENSIONAL ANCHOR
Dimensional Folding*
Fortify
Free Action*@
Genius
Hallucinatory Forest@
Hold Plant
Imbue With Spell Ability
Inverted Ethics
Join With Astral Traveler@
Mental Domination*
Modify Memory
Neutralize Poison
Plant Door*
Protection From Lightning
Rapport
RECITATION*
Spell Immunity*
Sticks to Snakes*@
Tongues@
UNFAILING ENDURANCE@
Uplift

5th Level

Age Object*
Animal Growth*@
Animal Summoning II@
Antiplant Shell
Barrier of Retention
Blessed Abundance
Champion's Strength
Chaotic Commands
Clear Path*
Commune With Nature
Cure Critical Wounds
DIMENSIONAL TRANSLOCATION
Disguise*
Dispel Evil
Easy March*@
Elemental Forbiddance
Extradimensional Manipulation*
Grounding@
Impeding Permission
IMPREGNABLE MIND
Meld

5th Level (continued)	6th Level	7th Level
Memory Wrack	Animal Summoning III@	Astral Spell@
OTHERTIME .	Animate Object	Confusion*
Plane Shift	Blade Barrier	Conjure Earth Elemental@
PRODUCE ICE@	COMMAND MONSTER	CONJURE WATER ELEMENTAL
Quest Raise Dead@	Conjure Animals@	*Divine Inspiration*
Repeat Action	*Disbelief*	Gate
Champion's Strength	*Dragonbane*	Holy Word
Chaotic Commands	ENTROPY SHIELD	IMPERVIOUS SANCTITY OF THE MIND
*Clear Path**	*The Great Circle*	Regenerate*
RIGHTEOUS WRATH	*Group Mind*	Reincarnate@
OF THE FAITHFUL	Heal	Restoration
Thoughtwave	*Legal Thoughts*	Resurrection@
Transmute Rock to Mud@	*Monster Mount@*	*Spirit of Power*
Undead Ward	Part Water@	Succor
	Physical Mirror	*Timelessness*
	Reverse Time	Transmute Metal to Wood
	Seclusion	TSUNAMI
	Skip Day	TSUNAMI
	Speak With Monsters@	
	Spiritual Wrath	
	Stone Tell	
	Transport Via Plants	
	Turn Wood	
	Wall of Thorns@	

Spell Alterations and Component Saving Throws

The following pages list the underwater alterations that occur for wizard and priest spells. Also, DMs can find each spell's component saving throw—if applicable—as well as any additional information regarding spell components.

1st-Level Wizard Spells

Alarm@: Water doubles the radius of the ringing given off by this spell (to 120 feet)

Audible Glamer*: Wool needs a component saving throw roll of 14 or higher. Wax requires a roll of 7 or higher.

Dancing Lights*: The only component usable underwater is wychwood. This small bit of wood saves on a roll of 11 or higher

EXPEDITIOUS RETREAT@: This spell doubles the caster's underwater swimming and walking rates.

Feather Fall@: Characters affected by this spell immediately rise to the surface at a rate of 40 feet per round—regardless of encumbrance. Once at the surface, recipients float for the remaining duration of the spell. A non-proficient swimmer cannot slow or stop his ascent. A proficient swimmer can slow his ascent to a rate of 20 feet per round with a successful proficiency check; slowing the ascent takes as much effort as moving at full speed. A creature native to the water can stop its ascent entirely, but it must actively swim to do so. While affected by the spell, a native creature can ascend at its normal movement rate, but any horizontal or downward movement is slowed by half

Fist Of Stone@: If used underwater, the caster sinks as if he were wearing metal armor (40 feet per round).

Hypnotism@: The range of this spell is limited to the underwater visual capabilities of its targets The caster's gestures become undetectable beyond Detail range (see page 70)

Jump*@: The recipient can leap only 15 feet forward or up, and 5 feet backward. The recipient cannot leap at all unless he can push off from a solid surface. The grasshopper leg requires a roll of 16 or higher to save.

Message@: The effective range of this spell is doubled underwater (to 60 feet plus 10 feet per level of the caster).

Nystul's Magic Aura*: The silk material component saves on a roll 16 or higher.

Phantasmal Force*: The fleece material component needs a saving roll of 14 or higher.

RAY OF FATIGUE@: Combat penalties from the ray apply in addition to the regular underwater combat penalties. Thus, a moderately encumbered character suffers a total penalty of –5 to all attack rolls.

Shocking Grasp@: When the caster touches an opponent, the electrical energy discharges in a sphere with a 5-foot diameter. All creatures (including the caster) within the sphere suffer 1d8 points of damage, plus 1 point per caster level.

Sleep*: The rose petal material component requires a saving throw roll of 16 or higher. A cricket saves on a roll of 15 or higher, and sand saves on a roll of 12 or higher.

Tenser's Floating Disk@ Someone must secure objects to the disk (with rope or other means). Unsecured items float away or slide off the disk.

Unseen Servant*: The wood material component saves on a roll of 11 or higher.

Wall Of Fog@: This spell can only be cast within a pocket of air—such as that generated by an *airy water* spell.
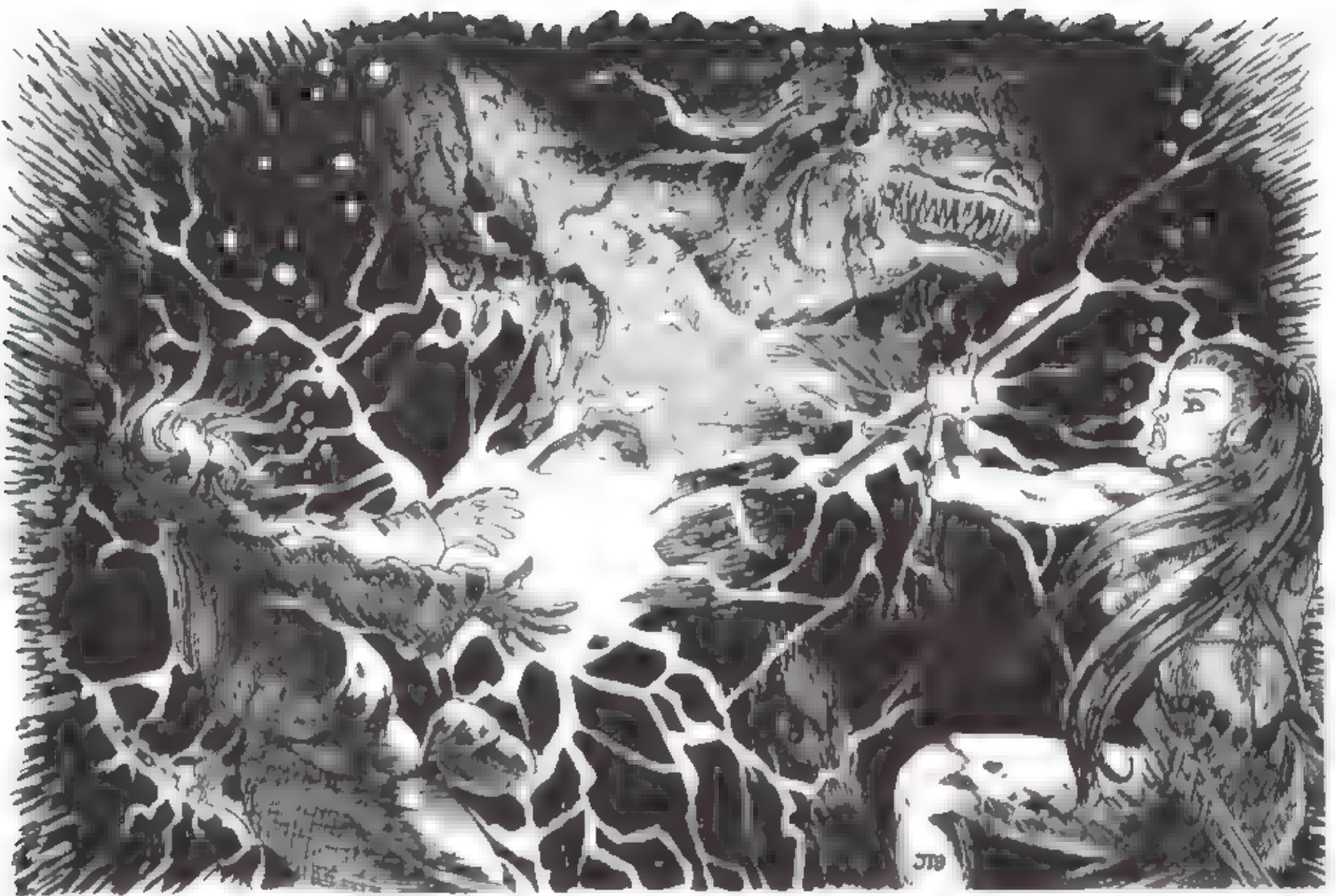
2nd-Level Wizard Spells

Continual Light*: See the Vision section in Chapter 5 for the effects of this spell underwater

Darkness 15' Radius*: Only bat fur and coal are useful underwater. Bat fur requires a saving throw roll of 14 or higher, and coal saves on a roll of 5 or higher

Deafness*: Beeswax requires a saving throw roll of 6 or higher

Deeppockets*: The strip of fine cloth needed for this spell requires a saving throw roll of 12 or higher

Displace Self*: The leather material component saves on a roll of 7 or higher

Fog Cloud *: This spell can be cast only within a pocket of air

Hypnotic Pattern*: The caster can only use the crystal rod filled with phosphorous to cast this spell

Insatiable Thirst⊕: Ocean water is not potable, and a victim of this spell is likely to seek out an air pocket where he can drink. Fresh water usually is potable, and a victim of this spell will simply open his mouth and swallow. In this case, the victim can attempt a new saving throw every two rounds; if successful the spell effect ends

Improved Phantasmal Force*: The fleece material component requires a saving throw roll of 14 or higher

Invisibility*: The gum arabic saves on a roll of 12 or higher

Irritation*: The leaf material component saves on a roll of 16 or higher

Levitate *: An unencumbered recipient of this spell can float upward at a rate of 30 feet per round. Encumbered characters can float at the normal rate (10 feet per round) no matter what their degree of encumbrance. The small leather loop requires a saving throw roll of 7 or higher; the golden wire need not make any saving throw

Magic Mouth*: The honeycomb material component saves on a roll of 6 or higher

Sure Shifting*: The ribbon and bell required to cast this spell save on a roll of 11 or higher

Shatter⊕: This spell's area of effect doubles (to a 6 foot radius) underwater

Stinking Cloud : This spell only functions in an air pocket

Strength*: Only the hairs from a small animal can be used underwater. These hairs require a saving throw roll of 16 or higher

Wall Of Gloom⊕: This spell reduces the water clarity in its area of effect by one slot. *Clear* water becomes *turbid*, *turbid* water becomes *murky*, and *murky* water becomes opaque. Although the water clarity changes, the prevailing surface condition remains unaffected. See page 69 for further details
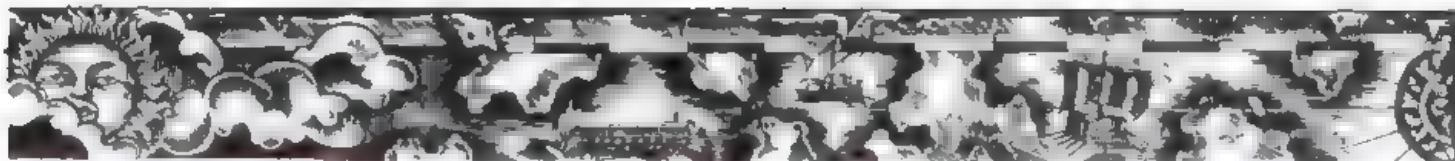
3rd-Level Wizard Spells

Alacrity: The caster of this spell still suffers the +4 underwater initiative penalty on future spells regardless of their modified casting times.

Alamir's Fundamental Breakdown: The required wand of oak saves on a roll of 7 or higher

BANDS OF SIRELLYN*: Unencumbered characters trapped in the bands can float upward at a rate of 10 feet per round. Encumbered characters automatically sink at the rate of 10 feet a round, or 40 feet per round if wearing metal armor or carrying more than 30 pounds of equipment. Fish, serpents, eels, and most marine mammals can continue to function while trapped in the bands, but their movement rates are reduced by one third.

Explosive Runes: The blast radius of this spell is doubled to 20 feet underwater.

Fly: This spell triples the swimming movement rates of unencumbered characters, doubles the rates of lightly encumbered characters, and allows characters of all encumbrance levels to swim at their normal rates for the duration of the spell. The wing feather required for this spell saves on a roll of 16 or higher

Haste: The licorice root required for this spell saves on a roll of 13 or higher.

Infravision: Only the agate material component is useable underwater. This spell functions normally, however, the caster will find that infravision is of limited usefulness underwater (see page 71).

Invisibility 10' Radius: Gum arabic saves on a roll of 12 or higher.

LANCE OF DISRUPTION*: The spell's area of effect extends an additional 20 feet underwater; that is, the lance becomes 25 feet wide and 80 feet long.

Leomund's Tiny Hut: The inside of the hut provides the caster with a pocket of breathable and constantly renewed air for the duration of the spell. The hut can withstand water pressure up to a depth of 1,000 feet.

Lightning Bolt: The electrical discharge of this spell takes the form of a sphere with a 20-foot radius (not a 20-yard radius as noted in the *Complete Wizard's Handbook*). The sphere's center lies at the point where a stroke would have begun if the spell were cast above the water. All those within the sphere suffer 1d6 points of damage per level of the caster—to a maximum of 10d6 hit points. A successful saving throw reduces damage by half. The fur required to cast this spell saves on a roll of 14 or higher.

Monster Summoning I: Only creatures that can breathe and function underwater answer the summons. Consult the appropriate Aquatic Monster Summoning table in the MONSTROUS COMPENDIUM® *Annual*, *Volume*

Two. The bag required for this spell saves on a roll of 11 or higher. The candle saves on a roll of 6 or higher.

Phantom Steed: The steed created underwater is a hippocampus with a black forebody and silver-gray scales. These mounts do not gain the special traveling or flying abilities of the regular *phantom steeds*, but they swim at a movement rate of 4 per level of the spellcaster (to a maximum movement rate of 48).

Suggestion: The material components required to cast this spell underwater are a snake's tongue (save of 13) and a honeycomb (save of 6). The spell has no effect if the caster cannot communicate with the recipient (see page 73).

Tongues: Any speech is still subject to the limitations imposed by underwater communication (see page 73 for details).

WALL OF WATER*: The *blessed* spring water needs a saving throw roll of 13 or higher to resist contamination with the surrounding water.

Water Breathing: This spell does not allow the caster to speak freely or cast spells with verbal components underwater

4th-Level Wizard Spells

Chill Shield: This is the cold form of the *Fire Shield* spell. The spell's hot-flame version will not function for a submerged caster (but works if cast within a pocket of air). Only the dead glow worms material component is useful underwater. The tails save on a roll of 13 or better.

Confusion: The nut shells require a saving throw roll of 12 or higher

CONJURE ELEMENTAL KIN*: The caster may only conjure a nereid or water weird while underwater.

Dig: The use of this spell underwater creates an incredible amount of debris which effectively makes the water in the spell's area of effect *murky* (see page 70). Tunneling proves impossible while underwater, as the water collapses the excavation. Anyone caught inside a collapsed tunnel must make a successful saving throw vs. petrification to avoid being trapped by the mud and killed.

Fear: This spell requires either the heart of a hen (save of 9) or a white feather (save of 16).

Hallucinatory Terrain: The illusory terrain created must be one consistent with underwater life—a kelp forest, for example. The only components of this spell that require saving throws are the twig (save of 9) and the leaf or grass blade (save of 16).

Ice Storm: When cast underwater, the spell produces hail stones as large as normal, but with greatly reduced downward force—they inflict only 1d10 points of damage before floating to the surface. The sleet version
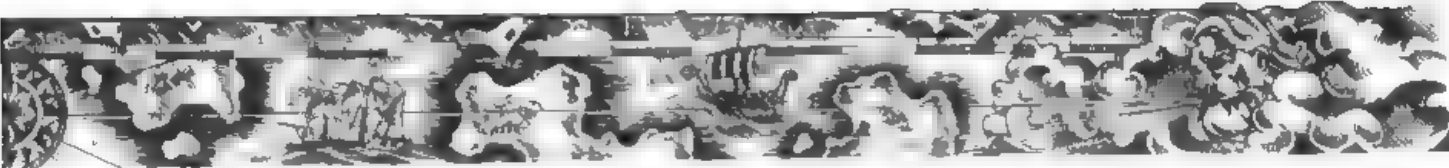
has no effect underwater. Both versions of the spell work normally within a pocket of air.

IMPROVED STRENGTH*: The hair of a giant required by this spell needs a saving throw roll of 13 or higher.

Locate Creature: The bloodhound fur required by this spell saves on a roll of 14 or higher

Minor Creation*: The material components for this spell vary. The DM should consult Table 46 to find the appropriate component saving throw. If a particular item is not listed, use the saving throw for a similar item.

Monster Summoning II*⊗: Only creatures that can breathe and function underwater answer the summons. Consult the appropriate Aquatic Monster Summoning table in the MONSTROUS COMPENDIUM® Annual, Volume Two. The bag required for this spell saves on a roll of 11 or higher. The candle saves on a roll of 6 or higher.

Mordenkainen's Celerity: The caster must fill a vessel with centipede or millipede legs to cast this spell. The vessel full of legs saves on a roll of 13 or higher.

MORDENKAINEN'S FORCE MISSILES⊗: The concussive force of the missiles discharges in a 6-foot radius when striking an underwater target.

Otiluke's Resilient Sphere*: The gum arabic material component saves on a roll of 12 or higher.

Polymorph Other*: The caterpillar cocoon requires a saving throw roll of 15 or higher.

There/ Not There: The cat fur sealed inside a box saves on a roll of 10 or higher.

Thunder Staff: The vial of rainwater requires a saving throw roll of 13 or higher to resist contamination with the surrounding water.

Turn Pebble To Boulder⊗: Although this spell works normally, pebbles can be thrown only 10 feet while the thrower remains submerged in water

ULTRAVISION⊗: This spell allows the recipient to see up to his maximum underwater range (see Tables 39-41 for details) in spite of surface conditions or depth. Modifiers for water clarity (see page 69) still apply.

Wall Of Ice⊗: The caster can easily form a *wall of ice* underwater. However, the wall immediately floats to the surface at the completion of the spell and bobs about like an ice floe

Wizard Eye*: The bat fur saves on a roll of 14 or higher.

5th-Level Wizard Spells

Advanced Illusion*: The fleece material component saves on a roll of 14 or higher

Airy Water⊗: This spell creates a bubble of air which allows the recipients to speak and hear freely, as well as cast spells that don't normally work underwater. See page 67 for further details.

Bigby's Interposing Hand*: The soft glove saves on a roll of 13 or higher.

Conjure Elemental⊗: The caster can only summon water or earth elementals when underwater. Earth elementals must remain on the floor of the sea, lake, or river from which they are summoned, though they can attack any creatures or constructions they can reach without leaving the bottom.

Contact Other Plane⊗· When a submerged character contacts the Plane of Water via this spell, decrease the chance of insanity by 5% and increase the chance of veracity by 5% for every 500 feet below the surface that the casting takes place

Dismissal*: The material components for this spell vary. The DM should consult Table 46 to find the appropriate component saving throw. If a particular item is not listed, use the saving throw for a similar item.

Leomund's Lamentable Belaborment⊗: Creatures unable to understand complex speech (see page 73) ignore this spell's effects.

Major Creation*: The material components for this spell vary. The DM should consult Table 46 to find the appropriate component saving throw. If a particular item is not listed, use the saving throw for a similar item.

Monster Summoning III*⊗: Only creatures that can breathe and function underwater answer the summons. Consult the appropriate Aquatic Monster Summoning table in the MONSTROUS COMPENDIUM® Annual, Volume Two.

The bag required for this spell saves on a roll of 11 or higher. The candle saves on a roll of 6 or higher.

Passwall*. The sesame seeds save on a roll of 16 or higher

Safeguarding: The preserved skin requires a saving throw roll of 14 or higher.

Telekinesis⊗· This spell's area of effect doubles (to a 20-foot cube) when cast underwater. The caster can also move a weight of up to 50 pounds a distance of 20 feet per round

TENSER'S DESTRUCTIVE RESONANCE⊗: Underwater, this spell's range increases to 80 yards plus 10 yards per level of the caster.

Transmute Rock to Mud⊗: This spell operates underwater normally, except that the mud immediately begins to dissipate. If cast on the floor of a body of water, only extremely heavy non-swimming creatures are in any danger of sinking into the mud. The spell's reverse form does not function underwater.

Wall of Iron⊗: The wall sinks at a rate of 60 feet per round if not conjured on a solid surface.
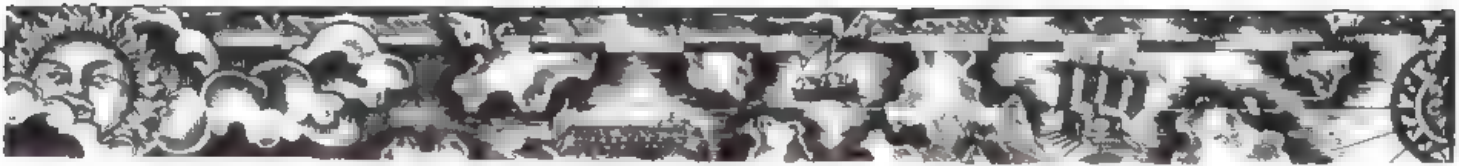
Wall of Stone®: The wall sinks at a rate of 60 feet per round if not conjured on a solid surface.

6th-Level Wizard Spells

Bigby's Forceful Hand*: The glove saves on a roll of 13 or higher

Chain Lightning®· Underwater, this spell creates a stroke of lightning 5 feet wide. Its maximum length is 80 yards plus 10 yards per caster level. The bolt discharges its energy into the first creature or object it touches, inflicting 1d6 points of damage per caster level (maximum 12d6). Only the first creature struck suffers damage. The bolt does not arc to other creatures or objects as it does when cast on the surface. (This description of *chain lightning's* underwater characteristics supersedes the one given in the *Complete Wizard's Handbook*)

Claws Of the Umber Hulk· The umber hulk claws required for this spell save on a roll of 9 or higher

Conjure Animals®: The caster can only conjure creatures that can breathe and function underwater

Contingency*: The eyelash material component requires a saving throw roll of 12 or higher. The quicksilver saves on a roll of 14 or higher.

Mass Suggestion*: The material components required to cast this spell underwater are a snake's tongue (save of 13) and a honeycomb (save of 6).

Monster Summoning IV*®: Only creatures that can breathe and function underwater answer the summons Consult the appropriate Aquatic Monster Summoning table in the MONSTROUS COMPENDIUM® Annual, Volume Two. The bag required for this spell saves on a roll of 11 or higher. The candle saves on a roll of 6 or higher.

Otiluke's Freezing Sphere®· The *frigid globe* variation can be extremely dangerous to the submerged caster The globe instantly freezes the water around the caster into a block of ice with a volume equal to 50 cubic feet per level of the caster. The entombed wizard must hold his breath until rescued.

Part Water®: The tunnel of air generated by this spell provides PCs with enough oxygen to breathe, speak, and hear normally underwater Spellcasters may also cast spells freely within the tunnel of air

Permanent Illusion*: The bit of fleece requires a saving throw roll of 14 or higher.

Programmed Illusion*: The fleece saves on a roll of 14 or higher.

Project Image*: The doll component of this spell saves on a roll of 12 or higher.

7th-Level Wizard Spells

Banishment*· The material components for this spell vary. The DM should consult Table 46 to find the appropriate component saving throw. If a particular item is not listed, use the saving throw for a similar item.

Bigby's Grasping Hand*· The leather glove saves on a roll of 7 or higher.

Charm Plants*®· This spell works on underwater plant life such as kelp and seaweed. If the caster uses the *entangle* ability on the tiny, free-floating ocean plants known as plankton (which occur at depths of up to 650 feet), the plants will coalesce and form a thick sheath, completely covering anything in the area of effect. Creatures so covered cannot swim without making a successful saving throw vs. spell Failure indicates that the creature in question begins to sink at a rate of 40 feet per round. In addition, the plankton sheath completely blocks any attempt at breathing, as the plants cover mouths and gills. Entrapped creatures immediately begin to suffocate unless freed. A successful Dexterity check allows the creature to get its breathing apparatus clear. (A creature without ability scores can be assumed to have a Dexterity score equal to half its swimming movement rate for purposes of the check.)

The humus component of this spell saves on a roll of 15 or higher. The twig component saves on a roll of 11 or higher.

Control Undead*: The raw meat needs a saving throw roll of 12 or higher.

Duo Dimension*· The strip of parchment saves on a roll of 16 or higher.

Forcecage®· The area within the forcecage version of this spell can be filled with air or water at the caster's option. An air filled-cube will rise to the surface at a rate of 30 feet a round. A water-filled cube, or the standard version of the spell, will rise or sink, depending on the encumbrance category of the creatures trapped inside (see page 76)

Intensify Summoning®: Only creatures that can breathe and function underwater answer the original summons. Consult the appropriate Aquatic Monster Summoning table in the MONSTROUS COMPENDIUM® Annual, Volume Two. The leather pouch saves on a roll of 7 or more.

Mass Invisibility* The eyelash encased in gum arabic saves on a roll of 12 or higher.

Monster Summoning V*®: Only creatures that can breathe and function underwater answer the summons. Consult the appropriate Aquatic Monster Summoning table in the MONSTROUS COMPENDIUM® Annual, Volume Two. The bag required for this spell saves on a roll of 11 or higher. The candle saves on a roll of 6 or higher.
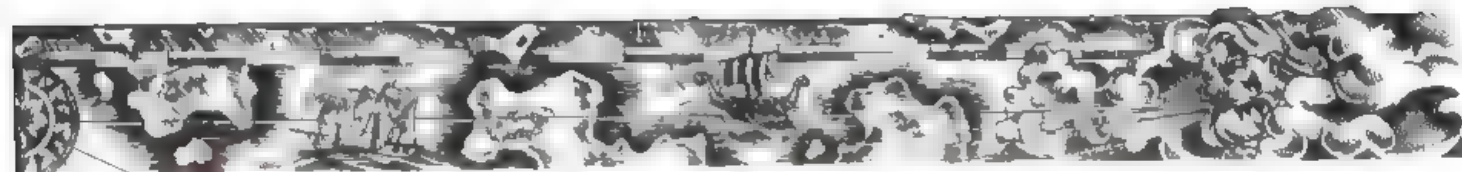
Mordenkainen's Magnificent Mansion*⊕: The mansion remains dry and comfortable even when created underwater. The spell's silver spoon component saves on a roll of 4 or higher.

*Shadowcat**: The cat claw required to cast this spell saves on a roll of 14 or higher.

*Suffocate**: The small silk bag saves on a roll of 16 or higher.

8th-Level Wizard Spells

Bigby's Clenched Fist*: The leather glove saves on a roll of 7 or higher

Clone*: The flesh component of the spell saves on a roll of 15 or higher.

Demand*· The material components for this spell vary. The DM should consult Table 46 to find the appropriate component saving throw. If a particular item is not listed, use the saving throw for a similar item. The pair of cylinders connected with a copper wire requires no saving throw.

IRON BODY*⊕ Once the caster uses this spell, he sinks at a rate of 60 feet per round. If the caster rests on a soft surface—such as the sandy bottom of a lake, he will sink into the surface and remain trapped until the spell wears off. The iron component of this spell does not need to make a saving throw

Monster Summoning VI*⊕: Only creatures that can breathe and function underwater answer the summons. Consult the appropriate Aquatic Monster Summoning table in the MONSTROUS COMPENDIUM* Annual, Volume Two. The bag required for this spell saves on a roll of 11 or higher. The candle saves on a roll of 6 or higher.

Otiluke's Telekinetic Sphere*⊕: Anything within the sphere automatically floats to the surface at a rate of 20 feet per round. The gum arabic saves on a roll of 12 or higher.

Otto's Irresistible Dance*⊕· If cast on a swimming humanoid, the victim tries to cavort and dance. All progress stops and the recipient begins sinking at a rate of 5 feet per round. If cast on a fish or aquatic mammal, the creature begins to swim wildly about, remaining more or less in place.

Sink*⊕: This spell places the subject a specified number of feet beneath the floor of the lake, ocean, or sea. The creature must actually be standing on the bottom to be affected by the spell

Symbol*⊕: Symbols must be scribed within pockets of air. Once scribed, however, they function normally underwater

9th-Level Wizard Spells

Astral Spell*⊕ The physical bodies of any creatures who travel to the Astral Plane will float to the surface of the water at a rate of 10 feet per round if unencumbered. Encumbered bodies carrying less than 30 pounds of equipment will sink at a rate of 10 feet per round. Bodies carrying more than 30 pounds of equipment sink at a rate of 40 feet per round.

Bigby's Crushing Hand*: The snakeskin glove saves on a roll of 5 or higher.

*Chain Contingency**. The eyelash material component requires a saving throw roll of 12 or higher. The quicksilver saves on a roll of 14 or higher.

Elemental Aura⊕: Only a water aura functions when the spellcaster uses this spell underwater. In addition to its other effects, the water aura allows the caster to speak normally and cast spells underwater.

Energy Drain*: The caster can only use the essence of specter to cast the spell underwater. This component does not require a saving throw.

Foresight*: The hummingbird feather saves on a roll of 16 or higher

Monster Summoning VII*⊕: Only creatures that can breathe and function underwater answer the summons. Consult the appropriate Aquatic Monster Summoning table in the MONSTROUS COMPENDIUM* Annual, Volume Two The bag required for this spell saves on a roll of 11 or higher. The candle saves on a roll of 6 or higher.

Wail Of the Banshee⊕: The area of effect for this spell doubles underwater (to a 60 foot radius sphere). The lock of drow hair saves on a roll of 14 or higher.

1st-Level Priest Spells

Anti-Vermin Barrier⊕: This spell also hedges out small crustaceans

Animal Friendship*⊕: Naturally, the animal befriended must be able to breathe and function underwater.

Bless*: The holy water used in this spell saves on a roll of 13 or higher. Failure indicates that it has been contaminated by the surrounding water

CALM ANIMALS*⊕· When cast underwater, this spell only affects creatures of animal or semi- intelligence that live and breathe normally in an aquatic setting.

Command*⊕· The range of this spell is limited by the auditory capabilities of its target. The DM should consider the command for this spell as simple communication (see page 73).

Detect Poison*· The strip of vellum requires a saving throw roll of 16 or higher.
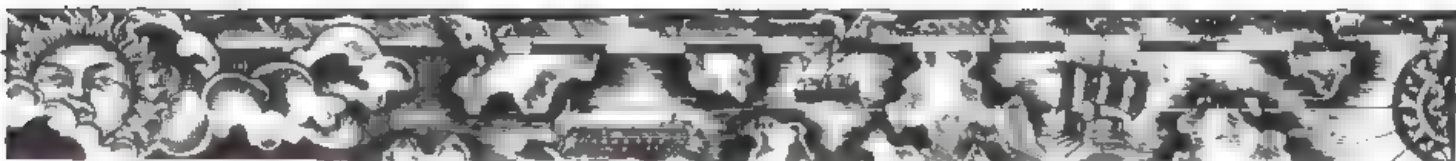
Emotion Read*: The white wax saves on a roll of 6 or higher.

Entangle⊕: Although this spell causes underwater plant life to snare and entangle all creatures within its area of effect, it *cannot* affect phytoplankton the way the 7th-level wizard spell *charm plants* can.

Faerie Fire*: The foxfire component of this spell saves on a roll of 13 or higher.

Invisibility to Animals*: The holly leaves save on a roll of 16 or higher.

Know Age*: The calendar page material component requires a saving throw roll of 16 or higher

Know Direction*: The 100-year-old scrap saves on a roll of 18 or higher.

Light⊕: See page 71 for details on the effects of the spell on underwater vision.

Magical Stone⊕: Though the spell's enchantment works normally, a surface dweller can toss the stone only 10 feet while submerged.

PROTECTION FROM CHAOS*: Only the ring of gold will function as a material component for this spell when cast underwater

Sacred Guardian*: The rose petal requires a saving throw roll of 16 or higher.

Shillelagh*⊕: Though this spell's enchantment works normally, the magical cudgel proves useless in underwater combat. The shamrock leaf saves on a roll of 16 or higher.

STRENGTH OF STONE*: Only the hair from a giant (save of 13) need make a saving throw.

2nd-Level Priest Spells

Barkskin*: The handful of oak bark requires a saving throw roll of 11 or higher

CHAOS WARD*: The playing card material component saves on a roll of 15 or higher.

Chill Metal⊕: This is the reverse of the *heat metal* spell. The normal version of the spell works only within a pocket of air.

Draw Upon Holy Might*: The vial of holy water saves on a roll of 13 or higher. Failure indicates that the surrounding water has contaminated the holy water.

Hold Person⊕ The spell affects man-sized marine races with humanoid forms, such as sahuagin, sea elves, tritons, and locathah.

Messenger⊕: The animal employed as a messenger must be able to breathe and function underwater.

Slow Poison*: The garlic must be eaten when the spell is cast underwater. The caster cannot rub it on the recipient of the spell while he remains underwater.

Snake Charm⊕: This spell will work on eels and on aquatic snakes.

SOFTEN EARTH AND STONE* Any rock or stone bottom softened by this spell slows ground movement more effectively underwater than it does on land. A submerged character attempting to move through softened stone does so at a rate of 5 feet a round. Characters caught in the mud when the spell takes effect make their saving throws versus paralyzation with a –2 penalty.

Warp Wood⊕: The range of this spell extends to 15 yards per caster level underwater

3rd-Level Priest Spells

Caltrops⊕ The caltrops must be sown into a river, lake, or ocean bottom. Particularly sandy or soft bottoms render the caltrops ineffective.

Choose Future*: The rose petal requires a roll of 16 or higher to save.

Continual Light⊕ See page 71 to determine the effect of this spell on underwater vision.

Create Campsite*: The piece of wood requires a saving throw roll of 8 or higher ; the string saves on a roll of 13 or higher.

Create Food & Water⊕ The caster must have a sealed vessel to hold the newly created water or it merges with the surrounding (undrinkable) water.

Emotion Control*: The fleece requires a saving throw roll of 14 or higher.

Feign Death⊕: Unencumbered recipients of this spell will rise at a rate of 10 feet per round. Those carrying less than 30 pounds of equipment will sink at a rate of 10 feet per round. Creatures carrying more than 30 pounds of equipment sink at a rate of 40 feet per round.

Helping Hand*: The black silk glove requires a roll of 16 or more to save

Hold Animal⊕ Besides the creatures listed in the spell description, this spell works on normal and giant fish and amphibians. The spell also affects whales, dolphins, and other cetaceans. The spell has no effect on monstrous or fantastic aquatic creatures.

HOLD POISON*: The garlic component for this spell can only be eaten, not rubbed on an external wound.

Magical Vestment*: The vestment used in the spell saves on a roll of 9 or higher.

Memory Read*: The linen cloth requires a saving throw roll of 9 or higher.

Plant Growth⊕: The caster can use this spell to stimulate the growth of free-floating underwater vegetation—such as phytoplankton—to form a restrictive sheath in the area of effect (a cube up to 20

feet on a side per level of the caster). The maximum movement rate through the area is 10 feet a round (or 20 feet a round for larger-than-man-sized creatures).

*Random Causality**: The die used in the spell can corrode and become useless after prolonged immersion. Roll a saving throw for the die at the end of every full week it spends underwater. The save succeeds on a roll of 14 or higher

*Snare**: The cordlike object used as a material component saves on a roll of 8 or higher.

Unearthly Choir®: This is a particularly dangerous spell when cast underwater, as the area of effect for each specific application lengthens by 50%. The underwater range of a trio, for example, would be a cone 180 feet long and 40 feet wide.

Water Breathing®: Although this spell allows the recipient to breathe normally underwater, it does not allow him to speak or cast spells that require verbal components.

4th-Level Priest Spells

*Abjure**: The holy water saves on a roll of 13 or higher. Failure indicates that the surrounding water has contaminated the component

*Addition**: The silken cord requires a saving throw roll of 16 or higher

*Age Plant**: The petal from an apple blossom saves on a roll of 16 or higher.

Animal Summoning I®: This spell only summons fish or other aquatic animals when cast underwater.

Blessed Warmth®: The duration of this spell changes to 1 round every 2 levels when cast underwater.

*Body Clock**: The only component that requires a saving throw is the kernel of corn. It saves on a roll of 14 or higher

*Chaotic Sleep**: The coffee beans save on a roll of 13 or higher.

*Cloak of Bravery**: The feathers required to cast this spell save on a roll of 16 or higher

*Control Temperature 10' Radius**: The willow bark component saves on a roll of 11 or higher. The raspberry leaves require a saving throw roll of 16 or higher

*Dimensional Folding**: The platinum tissue component requires a saving throw roll of 15 or higher

Free Action®: This spell allows characters to move and act freely while underwater. They can speak, cast spells, and engage in combat without any penalties. In addition, the recipient of this spell hears as an Assisted surface dweller (see page 73). However, this spell does not allow recipients to breathe water or otherwise survive without air. The leather thong component requires a saving throw roll of 7 or higher

Hallucinatory Forest®: The caster can only create a kelp forest or similar aquatic vegetation when underwater

Join With Astral Traveler®: When the caster leaves his body, the physical shell begins to float or sink. An unencumbered body floats to the surface at a rate of 10 feet per round. Encumbered bodies carrying less than 30 pounds of equipment sink at a rate of 10 feet per round. Creatures carrying more than 30 pounds of equipment sink at a rate of 40 feet per round

*Mental Domination**: The mesh of threads saves on a roll of 13 or higher.

*Plant Door**: The charcoal saves on a roll of 9 or higher.

*Recitation**: The text or scroll used in the spell requires a saving throw roll of 16 or higher

*Spell Immunity**: The material component for this spell is the same as that required for the spell against which protection is desired. Check the appropriate listing in this section for the required saving throw. If a spell appears in the lists on pages 91-94 and the spell name is not marked with an asterisk (*), no material component saving throw is required.

Sticks to Snakes®: The conjured snakes must be of a variety that can function underwater. The caster has the option of turning the sticks to eels. These eels are non-venomous and have the same statistics as those listed in the spell description. Only the bark component requires a saving throw, which succeeds on a roll of 11 or higher.

Tongues®: Any speech is still subject to the limitations imposed by underwater communication. See page 73 for details

UNFAILING ENDURANCE⊗: The recipient of this spell can also swim longer distances. He only loses 1 Strength or Constitution point for every three hours of swimming past his normal allotment (see page 76).

5th-Level Priest Spells

Age Object*: The coal component saves on a roll of 5 or higher. For the reverse version of the spell, the human hair saves on a 16 or higher and the eggshell saves on a 9 or higher

Animal Growth*⊗: The animals affected by this spell must be aquatic. The food used in the casting of this spell requires a saving throw roll of 8 or higher.

Animal Summoning II⊗: This spell only summons fish or other aquatic animals when cast underwater.

Clear Path*: The straw used to cast this spell saves on a roll of 13 or higher. The caster may substitute seaweed (no save needed) for the weeds required to cast the reversed version.

Disguise*: Only the silk veil component must attempt a saving throw. It saves on a roll of 16 or higher

Easy March*⊗: This spell increases the endurance of swimming characters by reducing their ability score losses to one Strength or Constitution point for every six hours of swimming past their normal allotments (see page 76). The shoe leather component saves on a roll of 7 or higher.

Extradimensional Manipulation*: The gold tissue component requires a saving throw roll of 15 or higher.

Grounding⊗: The warded area must in some way touch an earthy surface (sand, rock, mud, or the like). Characters free-floating underwater cannot benefit from this spell.

PRODUCE ICE⊗: This spell is extremely deadly when cast underwater, as it freezes the water in the area of effect into a solid block of ice, which immediately floats to the surface. Any creatures entombed within the ice must hold their breaths until released. The DM can allow creatures within the area saving throws vs. breath weapon to avoid entombment. Creatures in the area of effect suffer damage from the spell even if they avoid being trapped in the ice.

Raise Dead⊗: Any creature raised from the dead underwater must still find a way to breathe, or it eventually drowns.

Transmute Rock to Mud⊗. This spell operates underwater normally, except that the mud immediately begins to dissipate. If cast on the floor of a body of water, only extremely heavy non-swimming creatures are in any danger of sinking into the mud. This spell's reverse form does not function underwater.

6th-Level Priest Spells

Animal Summoning III⊗: This spell only summons fish or other aquatic animals when cast underwater.

Conjure Animals⊗: The mammals conjured by this spell must be aquatic in nature.

Monster Mount⊗. The compelled mount must be aquatic in nature.

Part Water⊗: When cast underwater this spell creates a cylinder of air. Creatures within the cylinder can move, speak, breathe, and cast spells as if they were on the surface. The surface tension of the cylinder's boundaries is great enough to support man-sized or smaller creatures. Thus, most characters can function normally within the confines of the cylinder.

Speak With Monsters⊗: Any vocal speech is still subject to the limitations imposed by underwater communication (see page 73 for details).

Wall of Thorns⊗: The thorny barrier must rest upon, and be anchored to, the bottom or it floats to the surface The barrier cannot be set alight except within a pocket of air

7th-Level Priest Spells

Astral Spell⊗: The physical bodies of any creatures who travel to the Astral Plane will float to the surface of the water at a rate of 10 feet per round if unencumbered. Encumbered bodies carrying less than 30 pounds of equipment will sink at a rate of 10 feet per round. Bodies carrying more than 30 pounds of equipment sink at a rate of 40 feet per round.

Confusion*: The three nut shells required for this spell save on a roll of 12 or higher.

Conjure Earth Elemental⊗ The earth elemental must be summoned from and remain on the floor of the sea, lake, or river where the spell is cast. The elemental can only attack creatures or constructions it can reach without leaving the bottom.

Regenerate*: The holy water saves on a roll of 13 or higher.

Reincarnate⊗. The reincarnated creature must find some way to breathe underwater or it will eventually drown.

Resurrection*⊗· The resurrected creature must find some way to breathe underwater or it eventually drowns. The holy water saves on a roll of 13 or higher.
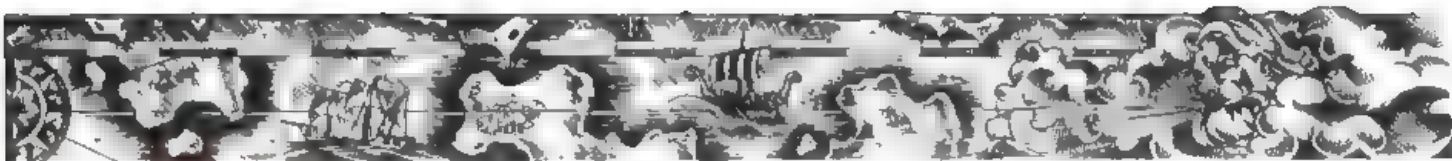
New Spells

This section contains a variety of new wizard and priest spells designed for underwater use. Dungeon Masters should note that these rare spells are the result of years of painstaking research, development, and meditation by a fringe group of wizards and priests obsessed with the exploration of underwater realms.

Dungeon Masters should not allow player characters ready use of these spells. Rather, heroes should discover these new dweomers during the course of an underwater adventure or campaign. After all, the challenges presented by underwater adventuring wouldn't be challenges if player characters possessed magical solutions to them at the beginning of the adventure.

New 1st-Level Wizard Spells

Glide

(Alteration, Level 1)

Range: Touch	Components: V, S
Duration: 3 rounds + 1 rd./level	Casting Time: 1
Area of Effect: 1 Creature	Saving Throw: None

This spell reduces water resistance, allowing the recipient to travel at an increased rate underwater. Creatures under the influence of this spell can swim or walk at a rate equal to half their land movement rate times 10, in yards per round. Thus, a human with a movement rate of 12 could swim or walk 60 (12÷2=6×10=60) yards or 180 feet per round.

A character too heavily encumbered to swim cannot do so by virtue of this spell, but he can walk along the bottom at the increased rate.

This spell does not improve the movement rates of aquatic creatures, nor does it reduce any combat or other penalties incurred through underwater adventuring.

Tears of the Crocodile

(Alteration, Reversible, Level 1)

Range: 0	Components: V, S, M
Duration: 2 rounds +1 rd. /2 levels	Casting Time: 1
Area of Effect: 10' radius	Saving Throw: None

By means of this spell, the caster can change freshwater into saltwater. This alteration occurs in a 10-foot radius centered on the caster.

The saltwater sphere repels all freshwater creatures of Animal intelligence or less. More intelligent creatures can enter the sphere, but they experience great discomfort while within the area of effect. Such creatures suffer a –1 attack roll penalty and make all saving throws at a –1 penalty while inside the sphere.

The material components required are three crocodile tears sealed in a hollow ceramic sphere.

The reverse of this spell, *tears of the alligator*, transforms an equal amount of saltwater into freshwater. Saltwater creatures suffer the same penalties as those listed above while within the sphere. The material components for the reverse spell are three alligator tears sealed within a hollow ceramic sphere.

New 2nd-Level Wizard Spells

Deep Eyes

(Divination, Level 2)

Range: Touch	Components: V
Duration: 4 rounds + 1 rd./level	Casting Time: 2
Area of Effect: 1 Creature	Saving Throw: None

A creature receiving this spell enjoys increased visual range underwater. The recipient can see underwater twice as well as he normally could. Modifiers for water clarity and surface conditions apply, but the individual's depth modifier doubles.

The two bonuses are cumulative. For example, a submerged surface dweller can normally see movement in *clear* water on a Clear day at a maximum distance of 100 yards, provided he dives no deeper than 50 feet. A recipient of this spell, however, can see movement at a maximum distance of 200 yards at depths of 100 feet or less. See Chapter 5 for details on underwater vision.

Withstand Water

(Abjuration, Level 2)

Range: Touch	Components: V
Duration: 1 day /2 caster levels	Casting Time: 2
Area of Effect: 1 Creature	Saving Throw: None

This spell keeps the caster, or another being, from getting wet. The recipient of the spell can walk through pouring rain, stand beneath a waterfall, or travel underwater and still remain completely dry. The protection also extends to a spellcaster's material components. The protected components do not need to roll material component saving throws (see the optional rule on page 89) for the duration of this spell. In addition, the spell's protection extends to all equipment the recipient carries, including scrolls and spell books. Items that leave the recipient's possession instantly lose their waterproofing, but items not already wet become protected when the recipient picks them up.
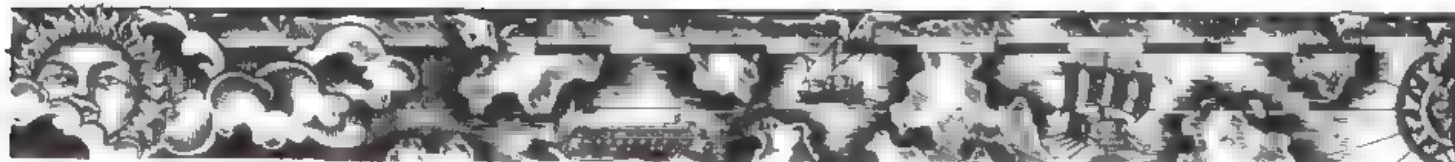
This spell does not allow the recipient to breathe underwater, nor does it grant him any extended aquatic movement ability. All the normal penalties for underwater combat and spellcasting (See Chapter 6) apply to the recipient. Furthermore, this dweomer has no effect on aquatic animals or creatures from the Elemental Plane of Water. The spell does not impair a creature's ability to drink water. It does not prevent powders and dusts from being dispersed in water, nor does it allow objects to burn underwater

New 3rd-Level Wizard Spell

Pressure Resistance

(Abjuration, Level 3)

Range: Touch	Components: S, M
Duration: 1 turn + 1 turn/level	Casting Time: 3
Area of Effect: 1 Creature	Saving Throw: None

This spell magically increases the recipient's resistance to the crushing force of water pressure, allowing him to function at greater depths underwater. The spell's recipient can safely dive to twice his normal depth

For example, an unassisted human can normally withstand the effects of pressure to a maximum depth of 400 feet underwater. A human protected by this spell could safely dive to a depth of 800 feet. Note that this spell actually doubles the recipient's basic depth unit (see page 76)

The material component is a piece of bone or cartilage from a deep-sea creature.

New 4th-Level Wizard Spell

Samprey's Sensible Sea Sphere

(Alteration, Level 4)

Range: Touch	Components: V, M
Duration: 3 Turns per level	Casting Time: 4
Area of Effect: 1 Creature	Saving Throw: Neg.

Created by the famous Fathomer Laurish Samprey, *Samprey's Sensible Sea Sphere* projects a bubble of oxygen—similar to that generated by an *airy water* spell—around the head of the enchanted creature. This localized bubble of oxygen effectively acts as a *helm of underwater action*, allowing the recipient to breathe normally, cast spells, and hear as an assisted creature while submerged in water.

Casters can use this spell on unwilling creatures (usually those that exclusively breathe water) by making an attack roll; success indicates that the caster in question places the spell's material component (see below) around the head of the target creature. However, these creatures are entitled to a saving throw vs. spell which, if successful, negates the dweomer. Creatures of animal intelligence (1) or less who cannot breathe air will swirl about wildly and suffer 1d6 points of damage per round while the spell is in effect. Water-breathers possessing greater-than-animal intelligence immediately attempt to remove the material component from around their necks.

The material component of this spell is a scale from a member of an intelligent aquatic race, which the caster must obtain freely from the appropriate creature. The recipient of the spell must hang this scale around its neck by a necklace fashioned from unblemished sea kelp. This spell ends immediately if the recipient removes the material component from around its neck.

New 5th-Level Wizard Spell

Sense of the Predator

(Alteration, Level 5)

Range: Touch	Components: V
Duration: 1 turn + 1 round/level	Casting Time: 3
Area of Effect: 20' radius	Saving Throw: None

This spell attunes the recipient to the presence of electrical fields within its radius, granting him the ability to sense the presence of other creatures. This electrical sense allows the recipient to "see" the general size and position (though not the race) of all creatures within the area of effect. The spell is highly useful in underwater situations where visibility is sometimes poor or nonexistent.

The recipient's electrical sense negates the effects of invisibility, magically induced darkness, and poor visibility on melee attacks in most cases (see Table 72 in the *DUNGEON MASTER® Guide*).

This spell cannot detect the presence of creatures without a central nervous system, such as undead, oozes, slimes, and jellies. In addition, the recipient's extreme sensitivity to electrical fields renders him particularly vulnerable to powerful electric discharges—like those emitted from a *lightning bolt* or *chain lightning* spell or an electric eel.

If such a discharge occurs within the radius of the spell, the recipient must make a successful saving throw vs. paralyzation or be stunned for 1d10 rounds. Stunned characters cannot make any meaningful actions and will sink (or rise) at the appropriate rate for their encumbrance levels (see page 76). If the recipient is actually subjected to an electrical attack, he suffers the attack's normal effects in addition to stunning.

New 6th-Level Wizard Spell

Enhance Water Creature

(Alteration, Reversible, Level 6)

Range: 10 yds./level
Duration: 1d4 rounds

Components: V, S
Casting Time: 1 round + 2 rounds/level

Area of Effect: 1 creature + 1 creature/4 levels of the caster

Saving Throw: Neg

This spell physically enhances creatures that live in or breathe water, as well as creatures from the Elemental Plane of Water. Examples include water weirds, water elementals, sea lions, fish, ocean-going mammals (such as whales and dolphins) and native ocean races (such as locathah and sahuagin). The spell does nothing for beings that breathe underwater by artificial or magical means, nor does it affect those who merely use water-based spells, including most wizards.

Because most effects of this spell are beneficial, many recipients waive their saving throws. All recipients gain a +1 bonus to their attack rolls, damage rolls, and saving throws. If damage inflicted by a creature is measured by a number of dice, then the DM should add +1 to each die before making any other modification.

Recipients from the Elemental Plane of Water gain 1 hit point per Hit Die, applied immediately. Any damage inflicted upon these creatures is subtracted from their bonus hit points first.

A thin, bluish sheen coats the bodies of all recipients, radiating strong alteration magic. Otherwise no visual change occurs.

The reverse of this spell, *enfeeble water creature*, inflicts a –1 penalty to attack rolls, damage rolls, and saving throws for the targeted creature. In addition, creatures native to the Elemental Plane of Water subtract 1 hit point from each Hit Die. A successful saving throw vs. spell negates the effect, but each creature affected must attempt a separate saving throw.

New 7th-Level Wizard Spell

Watery Adaptation

(Alteration, Level 7)

Range: Touch
Duration: 1 hr./level + 1d8 hrs.
Area of Effect: 1 Creature + 1 Creature/3 levels

Components: V
Casting Time: 7
Saving Throw: None

This spell operates identically to the Third-level wizard spell *water breathing*, except that the recipient can actually speak normally and cast spells with verbal components underwater. In addition, the caster may grant the spell's effects by touch to 1 creature for every 3 levels. The duration of the spell is *not*, however, divided among the recipients. To bestow the effect, the caster must touch the recipient during the round the spell is cast.

Priest Spells

The following spells are intended for use by specialty priests of water deities. Clerics or devotees of other deities who possess access to the sphere of elemental water cannot cast these spells.

Some of these dweomers are identical to the new wizard spells detailed above. However, DMs will note that the priest versions exist at a lower level, as the priest has a more organic connection to the source of his magic.

New 1st-Level Priest Spells

Float

(Alteration, Level 1)

Sphere: Elemental Water, Travelers
Range: Touch
Duration: 1 turn/level
Area of Effect: 1 creature or object

Components: V, M
Casting Time: 4
Saving Throw: Neg.

A creature or object receiving this spell becomes exceptionally buoyant and floats up through the water like a cork.

If the recipient is a creature, it floats upward at a rate of 50 feet per round, along with up to 10 pounds of equipment per level of the spellcaster. Once a floating creature arrives at the surface, it remains there until the spell wears off. It can be pulled underwater, but will not sink while the spell lasts. The creature's fairly rapid ascent causes it no harm, no matter what its starting depth.

A *float* spell does not interfere with swimming, even if the recipient dives or swims downward. The moment the creature stops swimming, however, it floats upward again.

The spell can also affect an object, provided that it weighs no more than 10 pounds per caster level. An object so affected floats toward the surface at the rate of 50 feet per round, unless some creature grabs it and holds it down, or it encounters some barrier that stops its rise

The material component for the spell is the priest's holy symbol

(This spell originally appeared in *Arabian Adventures*.)

intelligent marine creatures such as locathah and sahuagin) within a 60-foot radius. Although the caster can magically detect the presence of a predator and determine its location, he cannot actually identify its species until he physically sees it

The material component is the caster's holy symbol

New 3rd-Level Priest Spell

Converse With Sea Creatures
(Alteration, Level 3)
Sphere: Animal, Divination

Range: 0	Components. V, M
Duration: 1 round/level	Casting Time: 3
Area of Effect: 10-yd. radius/level	Saving Throw: None

This spell allows the caster to communicate with any sea creature whose intelligence is Animal or higher. The caster can understand such creatures and respond in the correct tongue. Conversation with some or all of the sea creatures within the area of effect is possible, even if they are of different races and do not speak each other's languages.

Like the priest spell *speak with animals*, this spell does not guarantee that the sea creatures will act friendly toward the caster; they are free to forgo speech and attack him if they wish. Nor does this spell allow the caster to breathe underwater. Furthermore, conversation is still subject to hearing limitations (see page 73)

The material component of this spell is a small trumpet made of shell (which is consumed in the casting) and the caster's holy symbol

New 4th-Level Priest Spells

Enhance Water Creature
(Alteration, Reversible, Level 4)
Sphere: Animal

Range: 10 yds./level	Components: V, M
Duration: 1d4 rounds	Casting Time: 2 rounds + 2 rounds/level
Area of Effect: 1 creature + 1 creature/4 levels of the caster	Saving Throw: Neg

This spell physically enhances creatures that live in or breathe water, as well as creatures from the Elemental Plane of Water. Examples include water weirds, water elementals, sea lions, fish, ocean-going mammals (such as whales and dolphins), and native ocean races (such as locathah and sahuagin). The spell does nothing for beings who breathe underwater by artificial or magical means, nor does it affect those who merely use water-based spells, including most wizards.

Because most effects of this spell are beneficial, many recipients waive their saving throws. All recipients gain a +1 bonus to their attack rolls, damage rolls, and saving throws. If damage inflicted by a creature is measured by a number of dice, then the DM should add +1 to each die before making any other modification.

Pressure Resistance
(Abjuration, Level 1)
Sphere: Protection, Elemental Water

Range: Touch	Components. S, M
Duration: 1 turn + 1 turn/level	Casting Time: 4
Area of Effect: 1 Creature	Saving Throw: None

This spell increases the recipient's resistance to the crushing force of water pressure, allowing him to function at greater depths underwater. The spell's recipient can safely dive to twice his normal depth.

For example, an unassisted human can normally withstand the effects of pressure to a maximum depth of 400 feet underwater. A human protected by this spell could safely dive to a depth of 800 feet. Note that this spell actually doubles the recipient's basic depth unit (see page 76).

The material component of this spell is the caster's holy symbol.

Detect Predator
(Divination, Level 1)
Sphere: Divination

Range: 0	Components: V, M
Duration. 4 rounds/level	Casting Time: 1
Area of Effect: 60-foot radius	Saving Throw None

This spell allows the caster to sense the presence of any predatory creatures (including sharks, eels, rays and

Recipients from the Elemental Plane of Water gain 1 hit point per Hit Die, applied immediately. Any damage inflicted upon these creatures is subtracted from their bonus hit points first.

In addition, creatures that need water to survive can survive without it for the spell's duration.

A thin, bluish sheen coats the bodies of all recipients, radiating strong alteration magic. Otherwise no visual change occurs.

The reverse of this spell, *enfeeble water creature*, inflicts a –1 penalty to attack rolls, damage rolls, and saving throws for the targeted creature. In addition, creatures native to the Elemental Plane of Water subtract 1 hit point from each hit die. A successful saving throw vs. spell negates the effect, but each creature affected must attempt a separate saving throw. Note that some water deities may consider the use of the *enfeeble water creature* spell an evil act.

The material component of this spell is the caster's holy symbol.

Shellskin

(Alteration, Level 4)
Sphere: Protection, Elemental Water

Range: Touch	Components. V
Duration. 4 rounds + 1 rd./level	Casting Time. 7
Area of Effect 1 Creature	Saving Throw: None

By means of this spell, the caster fills the skin of an affected creature with a chitinous substance, which hardens to form a layer of armor. The base Armor Class of the protected creature becomes 4, plus an additional 1 to AC for every 5 levels of the priest. Armor Class 3 at 7th level, Armor Class 2 at 10th level, and so on. In addition, the affected creature makes all saving throws versus nonmagical attacks at +1.

New 5th-Level Priest Spells

Echolocation

(Alteration, Level 5)
Sphere: Elemental Water

Range: 0	Components: V
Duration. 1 turn + 1 turn/2 levels	Casting Time 5
Area of Effect. Caster	Saving Throw None

This spell allows the caster to send out a large variety of sound pulses and receive clear, three-dimensional representations of his underwater surroundings from the rebounding sound waves—just as a dolphin does. This process of echolocation gives the caster a very detailed impression of any object, creature, passageway, or

structure in any direction within 300 feet. In addition, the caster can detect the presence of any nonmagically concealed or secret doors within range of this spell.

The caster can engage in normal conversation and even cast spells with verbal components while this dweomer is in effect, as long as he periodically sends out a burst of sound. Note that other marine creatures can easily hear such sound bursts, making it extremely difficult to sneak while using this spell. In addition, a *silence* spell negates the effect, although it will continue to function once the *silence* spell wears off or the caster moves out range.

The caster also has the option of focusing his sound bursts into a sonic wave that inflicts 5d6 points of damage on one creature, stunning it for 1d4 rounds. The use of this offensive ability, however, instantly ends the spell.

Because of this spell's high demand on the vocal chords, the caster is incapable of speech (including spellcasting) for one hour after the spell ends.

New 6th-Level Priest Spell

Rapture of the Deep

(Alteration, Level 6)
Sphere Elemental Water

Range 60 feet	Components: V, S
Duration 1 turn	Casting Time: 1 round
Area of Effect One creature	Saving Throw Special

This spell causes nitrogen bubbles to form inside the bloodstream of the targeted creature. These bubbles slowly travel towards the victim's brain, causing mood shifts, perceptual alterations, and ever-increasing damage to the target as the spell progresses.

The following chart details the specific effects. Note that the victim is entitled to a saving throw at the beginning of each phase. A successful saving throw negates the current effect, but does not end the spell. The recipient need not attempt another saving throw until the spell enters its next phase.

If the recipient fails his saving throw, he suffers the listed effect for the spell's duration, or until he fails a saving throw against a subsequent effect, in which case the effect for the current phase replaces the previous effect.

Round	Effect
1-2	The victim experiences an overwhelming feeling of euphoria and will break off combat if he fails his saving throw. The victim suffers no defensive penalties, but cannot make any aggressive or significant actions (including defensive spellcasting)
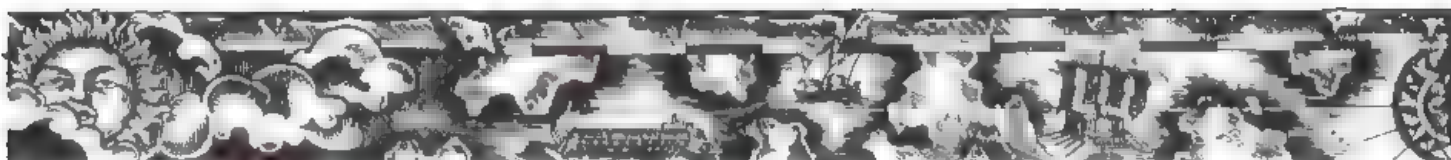
3-4   The victim experiences hallucinations. A failed saving throw indicates that the victim drops anything he's holding and ends any magical effects that require concentration. The afflicted character becomes fascinated with the spellcaster—if that person is visible—and moves toward him with open arms. If the spellcaster is hidden, the recipient stares blankly into space. In either case, the victim loses all defensive bonuses from Dexterity, and all attacks directed against him gain a +4 attack roll bonus.

5-6   The victim feels euphoria as noted above. In addition, he suffers 1d8 points of damage each round

7-8   The victim becomes completely incapacitated by extreme pain and suffers 3d8 points of damage per round.

9-10 The victim becomes (or remains) incapacitated; he suffers intense pain and 4d8 points of damage per round until the spell ends.

The caster must concentrate on the targeted creature for the duration of the spell and cannot attack or cast any other spells while doing so. The caster can, however, end the spell at any time

Marine creatures receive a bonus of +3 to their saving throws throughout the duration of the spell

New 7th-Level Priest Spell
Water form
(Alteration, Level 7)
Sphere: Elemental Water

Range: Touch	Components: V, M
Duration: 1 turn + 1 round/level	Casting Time: 1 round
Area of Effect: 1 creature	Saving Throw: Neg.

This spell transforms the recipient into a creature made of elemental water, enabling him to flow as a liquid. The recipient no longer needs to eat or breathe. The *water form* is cohesive, and the recipient can shape himself as desired—even retaining his original shape When submerged in a lake or other watery environment, the *water form* becomes invisible

The recipient of this spell suffers only half damage from all piercing and slashing weapons. Furthermore, he is immune to poison and gas attacks while in this form. Full sunlight, however, inflicts 1 point of damage each round from evaporation

Most magic affects the recipient, although some spells have greater effects than others. All fire-based spells

inflict –1 point per die of damage (minimum 1 point per die), while electrical attacks inflict +1 point per die of damage. If targeted by a spell that affects water, the recipient must attempt a saving throw vs. spell. Spells that transmute water into another substance end the effect prematurely; the recipient reverts back to his own form, subject to the restrictions below.

The caster can end the effects of this spell whenever he desires

New Wizard Kit

The Fathomer is a new wizard kit that uses the elemental specialist rules found in the *Tome of Magic* Although the kit description contains all of the information needed to run the Fathomer in a campaign, DMs who do not possess the *Tome of Magic,* or do not use elemental magic in their campaigns, can easily modify the Fathomer by making members of this kit Transmuters (specialists in Alteration magic).

The Fathomer is an ideal kit for campaigns centered around coastal communities and underwater exploration. In addition, this kit provides an easy way to (eventually) introduce some of the new spells listed earlier in this book

The Fathomer

The Fathomer is an elemental water specialist whose vocation involves underwater exploration of all kinds. For the Fathomer, the depths of seas, oceans, lakes, and rivers contain hidden clues to a host of new mundane and magical discoveries. Furthermore, Fathomers believe that the exploration of underwater realms provides the key to understanding the origins of life and the relationship of the various races to the world around them

Fathomers often accompany groups of adventurers on underwater forays or long sea voyages in an attempt to conduct their research and explore new regions. These adventuring groups often find the Fathomer's breadth of underwater knowledge and experience invaluable However, Fathomers have been known to put their own agendas well above the goals of any parties with whom they travel.

Because of the physical demands of underwater exploration, a Fathomer must possess a Strength score of at least 10 and a Constitution score of at least 13 in addition to the normal requirements for the wizard class. A Fathomer's prime requisites are Intelligence and Constitution
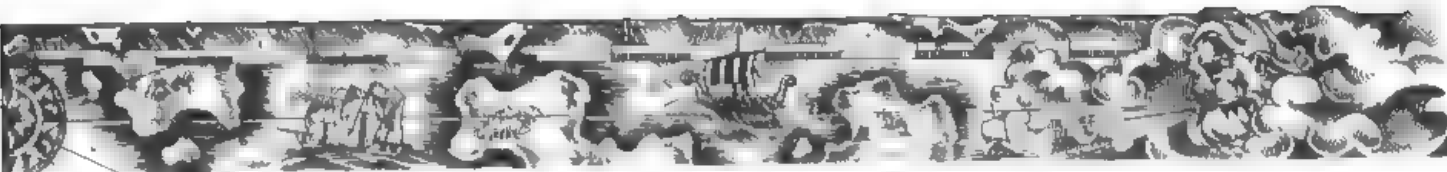
Preferred Schools: Fathomers do not have a preferred school. Rather, these wizards choose spells that will further their exploration beneath the waves.

Barred Schools: Because they specialize in elemental magic, Fathomers are not barred from any particular school.

Role: Fathomers occupy a peculiar place within their communities. Mages and other spellcasters often see these specialists as obsessive, strange, and far removed from the important concerns in magical research. Their tendency to leave the comfortable confines of their towers and leap into cold, murky depths astounds even their most tolerant colleagues. Thus, the peculiar Fathomer occupies the fringe of arcane society.

Among more mundane folk, however, a Fathomer has a different reputation—especially in coastal towns. Concerned or inquisitive people often consult the Fathomer about a wide range of topics related to water and undersea life. Fishermen and other folk who depend on water for their livelihoods see the Fathomer as an expert on marine subjects, one whose knowledge can easily make the difference between a bountiful season and a cold, hungry winter. Thus, they treat the Fathomer with deference and respect.

Some Fathomers choose to live apart from the press of cities and towns; many live on small, isolated islands located near their particular areas of interest. These solitary wizards carry on research, exploration, and experimentation in secret. However, any locals who live near a Fathomer's home may still approach the wizard and respectfully ask for his help.

Secondary Skills: Fisher

Weapon Proficiency: Required: Dagger

Nonweapon Proficiency: Bonus: Swimming. Recommended: Direction Sense, Fishing, Herbalism, Navigation, Seamanship, Survival (underwater), Underwater Communication (new).

Equipment: The Fathomer may buy any equipment he chooses.

Special Benefits: As an elemental water specialist, the Fathomer receives the following benefits:

• Fathomers do not specialize in a single school of magic; therefore, they may cast spells that belong to any school.

• Fathomers receive a bonus of +15% when attempting to learn spells related to water and a bonus of +10% when learning elemental spells of air or earth.

• Fathomers may memorize one extra water-related spell per level of experience.

• Fathomers receive a +1 bonus when making saving throws against water-related spells cast at them. Other creatures receive a –1 penalty when making saving throws against a Fathomer's water-related spells.

• When a Fathomer researches new water-related spells, the DM should count the new spell as one level less than it actually is (for purposes of determining difficulty).

• At 15th level, a Fathomer need not concentrate in order to control a summoned water elemental.

• At 20th level, there is no chance of a summoned water elemental turning upon the Fathomer.

In addition, the Fathomer receives a +2 bonus on all proficiency checks relating to water (excluding sailing). Thus, a Fathomer attempting to use his Ancient History proficiency to unearth information about an ancient aquatic civilization would receive this +2 bonus.

Special Hindrances: Because the Fathomer specializes in water-related spells, he may not cast any spells relating to fire (*wall of flame, fireball,* and so on) or use magical items that duplicate fire-related spell effects.

In addition, Fathomers suffer a –25% penalty when attempting to learn non-elemental spells, such as *Bigby's interposing hand.*

Fathomers also suffer a –2 penalty when making saving throws against fire-related spells, such as *fireball.*

Finally, Fathomers receive a –2 penalty to all proficiency checks that do not involve water in some way. Thus, a Fathomer attempting to use Direction Sense while within a wooded area would suffer this –2 penalty.

Wealth Options: Fathomers receive the normal 20-50 (1d4 + 1×10) gp as starting money.

Races: There are no race restrictions for this wizard kit.
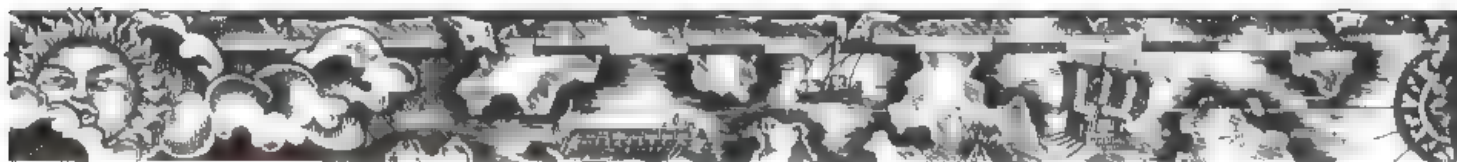
Magical Items Underwater

Only a fool trusts his magic underwater
—Calandres Vorn, retired Fathomer

Old sailors often spin tales of their encounters with strange beasts or fabled treasures, and sunken cities containing magical secrets lost to the ages fill many a bard's repertoire.

Inspired by these tales, many hopeful adventurers plumb the unknown depths in search of treasure. These heroes soon learn that the sea exacts a price, subtly (and sometimes dangerously) altering the enchanted items on which their survival depends.

And yet, a lucky few survive the rigors and dangers of underwater adventuring. These stalwarts emerge from the depths with ancient treasure and powerful artifacts, their courage and fortitude rewarded with riches beyond measure.

Underwater Alterations

Like spells, the properties of magical items sometimes undergo modifications when used underwater. The physical effects of pressure, water density, light absorption, and other factors can warp, twist, and even negate dweomers painstakingly crafted by surface-dwelling wizards.

The sections that follow detail underwater modifications to the effects of magical items. The information below covers all magical items found in the *DUNGEON MASTER® Guide* and *Tome of Magic*. Dungeon Masters can, however, apply the general principles found here to any magical item in their campaigns. For example, most items that use or produce magical heat or fire do not function unless used in an air pocket, such as that generated by an *airy water* spell.

Potions and Elixirs

These items prove extremely difficult to use underwater. Simply uncorking a potion usually ruins the liquid by contaminating it with water. Generally, characters can only consume potions within a pocket of air, such as that generated by a *helm of underwater action*.

One alternative, however, is to place the potion in a bladder specially fitted with a flexible stem and a cap. A character need only pinch the stem shut, remove the cap, put the nozzle to his mouth, then release the stem and suck up the potion.

Drinking a potion in this way takes a full round (just as it does on the surface). During this time, the drinking character cannot perform any other action.

Each bladder can be used only once, since pouring a potion into a used bladder ruins the potion. The bladders cost 15 gp each and make item saving throws (see *DMG*, Chapter 6) as pottery, except that they suffer a –3 penalty against any kind of heat or fire attack.

The potions listed below exhibit altered effects when used underwater:

Flying: This potion triples the swimming movement rate of unencumbered characters, doubles the rate of lightly encumbered characters, and allows characters of all other encumbrance levels to swim at their normal rates.

Levitation: An unencumbered recipient of this potion can float up at a rate of 30 feet per round. Encumbered characters can float at the normal rate (10 feet per round) no matter their degree of encumbrance.

Plant Control: Although the imbiber may cause underwater plants to entangle his enemies, he cannot manipulate phytoplankton (see the commentary on the *charm plant* spell in Chapter 7 for details).

Sweet Water: Saltwater creatures of Animal intelligence or lower will not enter an area transformed into freshwater through the use of this potion. Intelligent saltwater creatures fight at a –2 penalty to attack rolls while in the area of effect. This protection only lasts 5d4 rounds.

Water Breathing: Although this potion allows characters to breathe underwater, it does not allow them to speak or cast spells with verbal components while underwater.

Dusts, Oils, and Powders

These items do not function underwater unless used in a pocket of air. Even then, most of the enchanted substance will be either washed away or diluted and rendered useless if exposed to water. Oils applied to dry items before immersion are an exception. For example, *oil of slipperiness* won't function if applied underwater, but works normally if a character applies it, *then* enters the water.

Scrolls

Scrolls are extremely susceptible to water damage. Scroll-using characters should keep these items in watertight cases, as the paper must make a saving throw of 14 at the beginning of every turn of water exposure. Failure indicates that the scroll suffers water damage that destroys 1d4 of the spells inscribed on it.

The easiest way to use a scroll underwater is to stand in a sphere of magically generated air. This protects the scroll from water damage and allows the caster to speak freely.

The following scroll experiences some alteration of effect when used underwater·

Protection From Water: This scroll generates a 10-foot diameter sphere of air if used underwater. The effect lasts for 1d4+4 turns.

Rings

For the most part, rings do not require any special conditions to function underwater. The rings listed below, however, exhibit altered effects in an aquatic environment·

Feather Falling: The wearer can activate the ring during any free descent of at least 10 feet. Once the ring's power takes effect, however, the wearer immediately rises to the surface at a rate of 40 feet a round—regardless of encumbrance. The ring automatically deactivates itself when the wearer reaches the surface; he cannot deactivate it before then. A proficient swimmer can slow his ascent to a rate of 20 feet a round with a successful proficiency check; slowing the ascent takes as much effort as moving at full speed.

Free Action: When used in conjunction with water breathing magic, this ring allows the wearer to speak normally and cast spells with verbal components underwater.

Jumping: This ring allows the wearer to leap 15 feet forward, 15 feet up, or 5 feet backward while underwater, provided he leaps from a firm surface.

Shocking Grasp: The electrical power of this ring discharges in a 5-foot-diameter sphere, inflicting 1d8+6 points of damage on the user and all creatures within the area of effect (no saving throw).

Water Walking: Anyone putting on this ring while underwater rises to the surface at a rate of 50 feet a round. In addition, the ring does not allow its wearer to submerge himself in liquid of any kind.

> ## Using Command Words Underwater
>
> The use of command words to activate certain magical items is an optional rule found in Appendix 3 of the *DUNGEON MASTER® Guide*. A character must be able to speak freely to use a command word underwater. This requires some form of magical augmentation, as surface dwellers cannot speak normally when submerged. Such magical aid can come in the form of an *airy water* spell, a *ring of free action*, or other such aquatic magic. Without this assistance, an adventurer cannot utter command words and, therefore, cannot utilize any magical items that require them.

Rods

Rods do not require any special conditions to function underwater, unless the optional command word rule is in effect (see sidebar for details). The following rod experiences some alteration in effect when used in an aquatic environment:

Lordly Might: The rod's spell-like powers are unaffected by water. However, the user can only operate the *spear +3* weapon when submerged.

Staves

Like rods, staves do not require any special conditions to function underwater, unless the optional command word rule detailed in the sidebar is in effect. The following staves exhibit altered effects when used underwater·

Staff-Mace: The user may only wield the *quarterstaff +3* version of this weapon while underwater.

Staff of the Magi: The following powers do not function underwater unless cast in an air-filled area: *fireball, pyrotechnics, ice storm, web, wall of fire,* and *whirlwind*.

Staff of Power: The *fireball* powers only function in an air pocket. Individuals affected by the *paralyzation* power will sink or rise according to their encumbrance category (see page 76 for details).
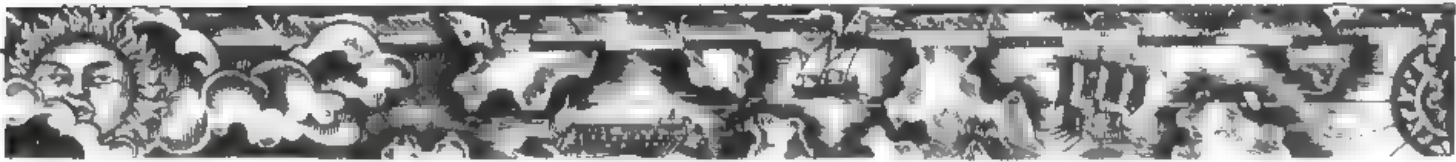
Staff of Thunder and Lightning: The *thunder* power causes all creatures within 5 feet of the target to save versus rods, staves, and wands or be stunned from the sound

The *lightning* power inflicts 2d6 points of damage to everyone within 10 feet of the target.

The range of the *thunderclap* function doubles underwater. It is an 80 foot long cone with a maximum width of 40 feet and an apex of 10 feet.

The *lightning stroke* power causes damage to the user and everyone in a 10-foot radius.

Wands

Unless the optional command word rule is in effect, wands function normally underwater. The following wands do, however, experience some changes:

Element Transmogrification: The user of this wand can change water to earth while underwater. However, it is the area directly around the user that is transmogrified. Thus, the user encases himself in a block of thick mud which sinks at a rate of 40 feet per round.

Illumination: The *sunburst* power of this wand does not function underwater.

Lightning: The wand's *shock* power affects the user and all creatures within a 10-foot radius.

The wand's *lightning bolt* power creates an electrified sphere with a 20-foot radius centered at the point where the bolt would have originated. All creatures within the sphere suffer damage.

Paralyzation: Paralyzed characters will immediately sink or rise according to their encumbrance levels (see page 76 for details).

Miscellaneous Magic

As its name implies, this category contains a wide variety of magical items—some of which cannot function underwater Consult **Table 47: Non-functioning Magical Items** for a listing of those items that do not work underwater.

The following miscellaneous magical items exhibit altered effects when used underwater:

Bag of Beans: This item will not function in saltwater. However, every bean in the bag will sprout at once if submerged in freshwater. This mass sprouting destroys the bag and causes 6d6 points of damage to everything within a 40-foot radius

Bag of Holding: If this is opened when immersed, the surrounding water flows in, filling the bag. The rush of water overloads the bag and ruptures it (water weighs about 64 pounds per cubic foot).

Beads of Force: The effective radius of these beads doubles underwater. All creatures within a 20-foot radius suffer damage.

Boots of Levitation: These boots allow the wearer to float up at a rate of 30 feet per round. Encumbered characters can float at the normal rate (10 feet per round) no matter their degree of encumbrance.

Boots of Speed: These boots allow the wearer to travel underwater at normal surface movement rates, provided the wearer has a solid surface on which to walk These boots do nothing to increase swimming rates

Boots of Striding and Springing: Like *boots of speed*, these boots allow for normal movement across solid surfaces under water. In addition, the wearer of these boots may jump 15 feet forward, 10 feet straight up, or 5 feet backwards

Chime of Hunger: The range of this item doubles underwater. All creatures within 120 feet are affected by its powers.

Chime of Opening: When activated, the chime sends forth magical vibrations. All creatures within 200 feet can hear or feel these vibrations.

Daern's Instant Fortress: This item does not provide breathable air. If it is used underwater, the fortress simply fills with water.

Drums of Deafening: All creatures within 140 feet are permanently deafened

Drums of Panic: The range of these drums doubles underwater. All creatures within 240 feet must make successful saving throws vs. spell or flee in panic.

Helm of Brilliance: The *wall of fire* and *fireball* powers do not function underwater, unless activated in an air-filled space.

Helm of Underwater Action: The wearer of this helm may speak freely and cast spells with verbal components, as well as drink potions in the normal way The helm also improves underwater hearing and communication (see page 73)

Horn of Blasting: Characters can only activate this item in an air-filled area. However, the horn's range doubles when used underwater.

Horn of the Tritons: Although this horn only functions in an area of free air, its powers extend underwater

Ioun Stone (Iridescent): This item allows its user to exist underwater without the need to breathe However, the stone does not enable the user to speak underwater

In addition, the wearer may ignore any ill effects from underwater pressure. Any movement and combat penalties still apply, however

Iron Flask: Only a water elemental can come forth from a flask when activated underwater. If the vessel contains another creature, it remains inside unless the flask is opened within an air-filled space

Liquid Road: This item only functions on a watery surface. It will not work underwater.

Necklace of Adaptation: Like the iridescent ioun stone, this necklace relieves the wearer from the necessity of breathing and allows him to ignore any negative effects from pressure underwater.

Unfortunately, the wearer cannot speak or cast spells with verbal components underwater

Necklace of Prayer Beads: The *wind-walking* beads do not function underwater.

Pearl of the Sirines: This item allows its user to breathe water and ignore the effects of pressure and temperature while underwater. However, it does not allow the wearer to speak underwater

Pipes of Haunting: Characters must play these pipes in an area of free air; however, the effects extend out into the water to a range of 60 feet from the user.

Pipes of Pain: Characters must play these pipes in an area of free air; however, the effects extend out into the water to a range of 60 feet from the user

Prism of Light Splitting: Only the blue light functions underwater

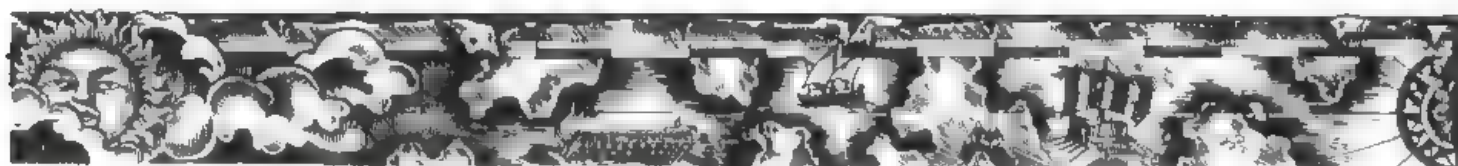**Robe of Stars:** The wearer cannot use the throwing stars underwater

Table 47: Non-functioning Magical Items

The following magical items do not function underwater unless used in an air-filled area—such as that produced by an *airy water* spell. Italicized items appear in the *Tome of Magic*.

Potions
Aroma of Dreams
Curdled Death
Fire Breath
Gaseous Form
Murdock's Insect Ward
Rainbow Hues

Oils
Acid Resistance
Disenchantment
Etherealness
Elemental Plane Invulnerability
Fumbling
Impact
Preservation
Slipperiness
Timelessness

Rings
Djinni Summoning

Rods
Flailing

Staves
Slinging
Swarming Insects

Wands
Fire
Wonder
Woodlands

Books, Librams, Manuals, and Tomes
These items are destroyed by immersion in water

Cloaks and Robes
Cloak of Arachnida
Cloak of the Bat
Robe of Scintillating Colors

Boots, Bracers, Gloves
Boots of the North
Boots, Winged

Bags, Bottles, Pouches, and Containers
Alchemy Jug
Bag of Bones
Bag of Devouring
Beaker of Plentiful Potions
Efreeti Bottle
Eversmoking Bottle
Tenser's Portmanteau of Frugality

Candles, Dusts, Ointments, and Incense
None of these items function underwater.

Household Items and Tools
Broom of Animated Attack
Broom of Flying
Carpet of Flying
Crucible of Melting
Everbountiful Soup Kettle
Mordom's Cauldron of Air
Rug of Smothering
Rug of Welcome
Tapestry of Disease Warding
Zwann's Watering Can

**Musical Instruments**
Harp of Charming
Harp of Discord
Lyre of Building
Pipes of Sounding
Pipes of the Sewers

The Weird Stuff
Air Spores
Bell's Palette of Identity
Law's Banner
All Horseshoes
Quall's Feather Token
Sheet of Smallness
Wind Fan
Wings of Flying

Weapons
All Axes and Arrows
All Bows
Crossbow of Accuracy
Crossbow of Speed
Dart of Homing
All Hammers
All Maces
Sword of Dancing
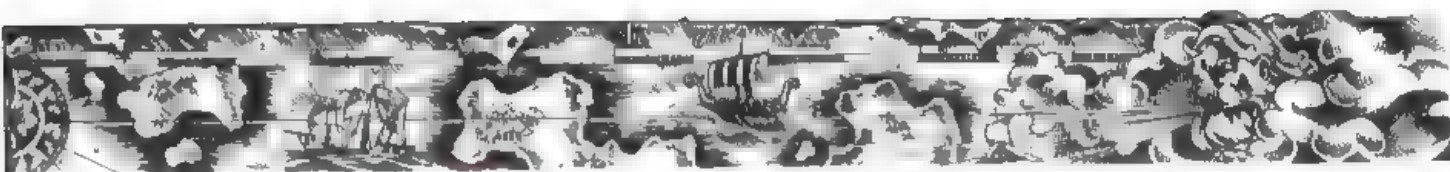
Armor and Shields

Magical armor is quite desirable for underwater adventurers, as it weighs far less than its mundane counterpart. However, despite its magical properties, enchanted plate armor still causes those wearing it to sink at a rate of 40 feet per round.

The following armor experiences some alteration when used underwater:

Plate Mail of Etherealness: Ethereal characters can move underwater at their normal surface rate, as the limiting effects of pressure and water density do not extend to the Ethereal plane.

Weapons

Magical weapons are also handier and lighter than their mundane counterparts. However, many weapons (even magical ones) lose some or all of their effectiveness when used underwater. See Chapter 6 for a list of those weapons that do not function underwater.

The following weapons exhibit altered effects when used underwater:

Crossbow of Distance: This weapon is the only surface crossbow that functions underwater. Its range is equal to that of the specially modified underwater crossbow (see Table 45)

Javelin of Lightning: The javelin's maximum underwater range is only 5 feet. However, the weapon's lightning stroke extends to a width of 15 feet and a length of 60 feet underwater.

Sun Blade: The *sunray* power of this weapon does not function underwater.

Sword +1, flame tongue: The flame tongue sword retains its damage bonuses underwater. However, no flame appears on the sword. Instead, the water directly around it bubbles, hisses, and glows faintly.

Table 48: Altered Magical Items

The following magical items undergo some alteration when used underwater Italicized items appear in the *Tome of Magic*

Potions	Scrolls	Rings	Rods	Staves
Flying	Protection From Water	Feather Falling	Lordly Might	Staff-Mace
Levitation		Free Action		Magi
Plant Control		Jumping		Power
Sweet Water		Shocking Grasp		Thunder & Lightning
Water Breathing		Water Walking		

Wands	Miscellaneous Magic	Armor	Weapons	
Elemental Transmogrification	Bag of Beans	Horn of Blasting	Plate Mail of Etherealness	Crossbow of Distance
Illumination	Bag of Holding	Horn of the Tritons		Sun Blade
Lightning	Beads of Force	Ioun Stone (Iridescent)		Sword +1, flame tongue
Paralyzation	Boots of Levitation	Iron Flask		
	Boots of Speed	Liquid Road		
	Boots of Striding and Springing	Necklace of Adaptation		
	Chime of Hunger	Necklace of Prayer Beads		
	Chime of Opening	Pearl of the Sirines		
	Daern's Instant Fortress	Pipes of Haunting		
	Drums of Deafening	Pipes of Pain		
	Drums of Panic	*Prism of Light Splitting*		
	Helm of Brilliance	Robe of Stars		
	Helm of Underwater Action			

New Magical Items

The following section details several new magical items designed specifically for underwater use. In many cases, these items are the result of magical research undertaken by ancient or legendary aquatic races (though some of these races, notably the sea elves and tritons, may currently exist within a given campaign world) or priests and wizards who specialize in underwater exploration. As a result, these items should be quite rare. In fact, DMs might wish to introduce these items during the course of an underwater campaign by placing some of them in a lost treasure cache.

Amulet of Aquatic Transformation: This finely etched stone amulet grants its wearer the ability to *polymorph* (as the 4th level wizard spell) into any non-monstrous aquatic animal once per day. The transformation lasts 6 turns.
XP Value: 2,000   **GP Value:** 12,500

Coral Armor: This suit of armor is constructed entirely out of green coral. It provides the wearer with an AC of 4 and allows him to function underwater as if he were the recipient of a *free action* spell. (It does not render the wearer immune to *hold* or *slow* effects.)

The surface of *coral armor* is extremely jagged. Any unarmored creature coming into contact with the armor suffers 1d2 points of damage and must make a successful saving throw vs. poison or suffer an additional 1d4 points of damage. The armor's wearer is immune to this effect—although he, too, must make a saving throw the first time he girds on the armor.
XP Value: 800   **GP Value:** 4,000

Ring of Ixitxachitl Warding: This sea-elven magical item renders its wearer completely undetectable to ixitxachitl and other aquatic rays. Such creatures become completely unable to sense the wearer by any means, though they might notice his actions. The ring's power functions until the wearer attacks an ixitxachitl.

Sea elves fashion these rings from the calcified cartilage of dead ixitxachitl. They are extremely rare items given only to distinguished sea-elven leaders. Possession of a *ring of ixitxachitl warding* automatically grants a friendly reaction to encounters with sea elves—provided the elves can clearly see the ring.
XP Value: 1,500   **GP Value:** 7,500

Ring of the Deep: This ring, usually fashioned of smoothed coral, allows its wearer to withstand the extreme cold and pressure associated with underwater travel. The wearer can ignore the negative effects of pressure and temperature at any depth.

However, the ring does not provide the ability to breathe underwater, nor does it give the wearer free movement; all of the standard underwater movement and combat penalties apply. The ring's power does not function if the wearer leaves the water.
XP Value: 1,000   **GP Value:** 5,000

Shark's Teeth: These enchanted teeth transform themselves into sharks—one per tooth—upon command. These sharks are completely under the control of the tooth's owner, and disappear after one turn

Sharks: AC 6; Sw 24; HD 5; THAC0 15; #AT 1; Dmg 2-8; SZ M; ML avg (10); Int animal (1); AL N; XP 175

Dungeon Masters should never place more than 1d6 of these items in any treasure.
XP Value: 200*   **GP Value:** 500*
*per tooth

Staff of the Seven Seas: This clerical staff, fashioned entirely from the polished tailbone of a small whale and shod with rune-inlaid platinum, automatically grants its owner the following abilities:
- *water breathing*
- *free action*

In addition, the wielder can ignore the negative effects of pressure and temperature at any depth.

The following powers drain 1 charge from the staff
- *airy water*
- *echolocation* (as the new priest spell).
- *detect predator* (as the new priest spell).
- *converse with sea creature* (as the new priest spell).
- *enhance water creature* (as the new priest spell).

The following powers drain two charges from the staff
- *conjure water elemental* (summons one 8 hit-die water elemental per day).
- *part water*

The staff also functions as a +2 weapon and conveys a +2 saving throw bonus against elemental water spells cast against the wielder.

The *staff of the seven seas* is an extremely rare magical item whose present location is unknown—although the eminent scholar-wizard Ronassic of Sigil briefly mentions seeing a similar looking staff when investigating a small sahuagin city.
XP Value: 8,000   **GP Value:** 40,000

Trident of the Hunter: This powerful trident functions as a +2 weapon. However, the item's true abilities manifest underwater. When used there, it grants its wielder the ability to track any desired creature unerringly. Once the wielder concentrates on the specific creature, the trident *locates plants and animals* (as the 1st level priest spell) with a range of five nautical miles.

In addition, each of the trident's tines transforms into a *net of snaring* once per day.
These nets shoot forth with a range of 30 feet.
XP Value: 4,000   **GP Value:** 20,000

Underwater Topology

Despite common belief, the contours of the sea floor are as varied as our own surface world. Adventurers pay heed! Outfit yourself for a dangerous journey across hills and through valleys. Only the dead underestimate the geologic challenges of the deep.

—Norkhan Rad, *Caveat Aquar*

Far from being uniformly flat, the ocean bottom displays a wide variety of features—including ridges, trenches, plains, and mountains. This geologic diversity provides Dungeon Masters with any number of adventure settings.

For example, a small underwater mountain range might have a series of dark, forbidding caverns which the PCs must explore. These caves might be the home of a long-forgotten race of underwater dwarves who labor in solitude to produce works of unsurpassed craftsmanship, or they might house something more dangerous.

The information that follows details the most notable geologic formations found underwater. Dungeon Masters are by no means limited to these formations. DMs interested in using these geologic areas in an adventure or ongoing campaign can find encounter tables for them in the next chapter.

Although the emphasis here is on undersea features, the DM can easily use similar topography for large lakes.

Continental Margins

Continental margins are water-covered areas that extend from the shoreline of continents down to the deep ocean floor; they include shelves, slopes, and rises. Continental margins contain much of the marine life commonly encountered by surface dwellers. Many of the underwater demihuman and humanoid races (such as locathah, scrags, sea elves, sahuagin, and tritons) make their homes here.

Continental Shelves

A continental shelf is a gently sloping water-covered area that connects to the shoreline and extends outward and downward (to a depth of approximately 600 feet). These shelves can be either very narrow or quite broad (800 or more miles wide) depending on the amount of seismic activity in the area—a relatively inactive coastal area allows sediment to accumulate and form broad shelves.

Despite their name, continental shelves are not uniformly flat. Rather, these areas possess numerous terraces, hills, and canyons. Dungeon Masters can populate these features with all sorts of marine life—

including several intelligent aquatic races (sahuagin, locathah, and so on), as well as kelp forests and coral reefs (described on the next page).

Continental Slopes

Continental slopes begin where continental shelves end. These slopes usually vary in width from 12 to 62 miles and end at a depth of 4,900 to 11,000 feet—well below the depth at which light penetrates the water. The downward angle of these slopes ranges from as gentle as 1 degree to as sharp as 90 degrees.

Continental slopes often possess cliffs of sedimentary rock naturally hewn by the action of faults and other geologic processes. In addition, deep V-shaped depressions, known as submarine canyons, can cut through the continental slope.

Submarine Canyons

These deep V-shaped valleys have irregular floors and steep walls; they often extend through the continental slope and into the continental rise.

Submarine canyons often house a fast-moving current filled with sediment. This *turbidity current* moves through the canyon, picking up more sediment as it speeds along its way. Characters caught within it must have some means of securing themselves to the walls or floor of the canyon, or they suffer 3d6 points of damage (from careening into the irregular stone walls and floors of the canyon) and are swept through the valley and deposited several miles away from their starting points.

The water clarity within a submarine canyon remains *turbid* for at least a day after the passing of a turbidity current. There is a base 10% chance per day of a turbidity current sweeping through a canyon. This chance increases to 70% after a major seismic disturbance (such as a seaquake or an underwater volcanic eruption) within 50 miles of the canyon. Spells that affect a large portion of the surrounding underwater terrain (such as *earthquake* or *tsunami*) will also trigger a turbidity current.

Continental Rise

A continental rise begins at the end of a slope and is a gently sloping, wedge-shaped, broad area formed by the accumulation of sediment. Most rises are hundreds of miles wide—although certain sections may be nothing more than a few inches. Occasionally, large submarine canyons incise the area of a continental rise.

Deep-Sea Floor

The deep-sea floor is the area directly beyond the continental margins. Generally, the sea floor lies at a depth of between 6,000 and 40,000 feet. Deep sea floors

have five general geological characteristics: abyssal plains and hills, seamounts and guyouts, oceanic plateaus, trenches, and oceanic ridges.

Because of their unusual depth, sea floors will usually be dark, unexplored areas in most campaign worlds. Perhaps only a very few Fathomers or other wizards have even a glimmering of knowledge about these wondrous and hazardous areas. The unenlightened or superstitious call this area the home of sea monsters and other deadly creatures.

Abyssal Plains and Hills

Abyssal plains are generally flat areas of accumulated mud that exist seaward of continental rises. The floors of these plains usually contain large numbers of crustaceans, bottom feeders, skates, manta rays, ixitxachitl, eels, burrowing creatures, and other marine life specially adapted to life in the deep ocean. In fact, observant PCs can easily see the trails of such bottom organisms as they streak through the soft ooze and sediment of the abyssal plain.

Abyssal hills are small and relatively low, rarely extending more than a half-mile above the surrounding sea floor. Scattered throughout the abyssal plains, these hills are actually extinct submarine volcanoes covered with a thin layer of sediment. As such, they could easily contain small, naturally (or otherwise) hollowed out caves or rooms perfect for unusual encounters.

Seamounts and Guyouts

Like abyssal hills, seamounts and guyouts are extinct volcanoes that rise up from the abyssal plains. Seamounts possess a conical cross-section, while guyouts have flat tops resulting from erosion. Unlike abyssal hills, however, these volcanoes stand much taller than a half-mile. In fact, some seamounts soar as high as 13,000 feet above the sea floor.

Seamounts and guyouts usually exist in clusters or chains and are home to a wide variety of marine life. The bases of these formations sometimes possess caverns or hollowed areas.

Oceanic Plateaus

Oceanic plateaus are broad expanses of stony sediment hundreds or thousands of miles long. They often rise more than a half mile above the surrounding sea floor.

Oceanic plateaus offer the Dungeon Master an ideal area in which to place ancient ruins and sunken cities. It is quite possible for some specially adapted, intelligent marine species (perhaps a deep-dwelling sahuagin offshoot) to reside in these Atlantean-type structures.

Trenches

Trenches are V-shaped depressions in the abyssal plain. They have steep slopes (10 to 40 degrees) and can extend for several thousand miles. Trenches represent perhaps the greatest mystery to exploring PCs, as they sometimes descend as far as thirty-five thousand feet deep—a distance of almost seven miles. Dark mysteries and deadly creatures exist within the confines of deep trenches. Often, giant squid, kraken, and sea dragons choose trenches in the deepest, darkest waters for their lairs.

Oceanic Ridges

Oceanic ridges are broad expanses, or chains, of underwater mountains and volcanoes that can extend to a length of 30,000 miles. Thousands of rift valleys and cavern systems exist within any oceanic ridge. A wide variety of plants and animals (many of them magical and exotic) live within these geologic complexes.

Other Areas of Interest

Several other areas of interest ranging from the mundane (coral reefs) to the magical (elemental vortices) exist underwater in addition to the aforementioned geological formations.

Coral Reefs

Coral reefs are magnificent structures painstakingly built from the larvae of coral—a simple marine animal. These larvae attach themselves to the side of a rock and secrete a limestone cup. Gradually, the whole area becomes covered with coral as the larvae reproduce. However, these reefs can only form in areas of warm, clear water and abundant sunlight.

Coral reefs can grow several thousand miles long and almost 100 miles wide. Most possess an incredible array of brightly colored plant and animal life; in fact, most coral reefs contain an entire thriving ecosystem. Sea urchins, phytoplankton, eels, crustaceans, turtles, sharks, and a variety of other predators all compete within the limits of the reef for survival.

Some types of coral contain toxic chemicals and prove dangerous to touch (see page 126 for details).

Hydrothermal Vents

Certain areas of the ocean floor contain small cracks or vents. Ocean water seeps through these cracks and circulates around the hot rocks in the lower crust and upper mantle of the earth. Metals and other debris dissolve and shoot back up through the vent, clouding the surrounding area and making the water clarity within a 30-foot radius *turbid*. Ten-foot long tube worms and giant clams often congregate around these vents

Characters swimming or walking directly above a hydrothermal vent encounter violent currents and scalding water (see page 125 for details).

Denizens of the Deep

They say the sea is cold,
And yet the sea contains the hottest blood of all,
The wildest, the most urgent.
—D.H. Lawrence, "Whales Weep Not!"

Despite their reputation for deadliness, lakes, rivers, oceans and seas fairly burst with life. These waters contain an incredible array of creatures. From the elegant simplicity of free-floating plant and animal plankton to the astounding grace of dolphins, whales and other cetaceans—as well as the stunning colors of a coral reef—the diverse impulses of life find full expression in the sea.

And yet, the marine world deserves its reputation as a dangerous place. Beneath the waves, in the cold, dark realms of the deep, life is a constant struggle for survival—a deadly, never-ending dance between predator and prey, hunter and hunted. All marine life, from the smallest zooplankton to the mightiest sea serpent participates in this complex chain.

So, too, do adventurers who engage in underwater travel. As soon as such heroes enter the water, they become a part of the dramatic struggle for survival. They are both predator and prey, existing underwater at a distinct disadvantage.

This chapter briefly explores the diversity of underwater life with which adventurers can interact, and provides Dungeon Masters with the basic information necessary to populate their underwater worlds. In addition, a number of encounter tables, arranged by depth and geologic formation, can be found at the end of this chapter. These tables allow DMs to run random encounters efficiently during an underwater adventure or campaign.

Marine Animals

A wide variety of creatures—both monstrous and mundane—make themselves at home in the underwater realms. This section, however, does not contain an exhaustive collection of marine animals. Rather, it offers the DM a representative overview of marine life.

In addition to using these creatures as potential adversaries, a Dungeon Master can enhance the impact of his marine setting by using them to paint a vivid underwater backdrop. Interested DMs can find the statistics on these aquatic creatures in the *Monstrous Manual* Tome.

Gelatinous Zooplankton

The gelatinous zooplankton are a diverse group of creatures which includes jellyfish, Portuguese men o'war, and even the aquatic jelly. Creatures in this category consist mostly of water contained in a soft, gelatinous body. Many gelatinous zooplankton also possess nematocysts, or stinging cells, located on their tentacles. These creatures do not pursue prey; rather, they sting those foolish enough to blunder into their tentacles.

Jellyfish (2d10): AC 9; Sw 6; HD ½; THAC0 20; # At 2-4 (1d3 +1); Dmg 1; SD reflexive attack; SZ S (1' diameter), ML fearless (20); Int non (0); AL N; XP 7 each.

Notes: SD—A jellyfish's venomous tentacles inflict damage, but have no other special effects. However, the creature gains free attacks on any opponent that inflicts damage to it in a melee attack—even if the damage inflicted is enough to kill it—as it reflexively lashes out with its tentacles.

Man o' War (1): AC 9; Sw 12; HD 5; THAC0: 17; #AT 7-26 (1d20+6); Dmg 1d4; SA poison; SZ M-H (6 to 15 feet in diameter); ML fearless (20), Int non (0); AL N; XP 270

Notes: The man o' war is an extremely dangerous creature. It floats on the surface, trailing long, poisoned tentacles (which can extend as far down as 30 feet) through the water, where they kill indiscriminately.

SA—The man o' war's tentacles carry a powerful venom that causes great pain or outright death. The poison has an immediate onset time and opponents must attempt saving throws vs. poison for each tentacle that strikes. If all the saving throws succeed, the victim suffers a –2 penalty to all attack rolls, saving throws, ability checks, and proficiency checks for 2d4+1 hours. If even one saving throw fails, the creature loses consciousness and dies in 2d4+1 turns.

The *Monstrous Compendium* Annual, *Volume Two* contains statistics for a giant version of this creature.

Aquatic Jelly: The aquatic jelly is essentially a gelatinous cube that lives underwater. Its statistics are identical to those of the gelatinous cube described in the *Monstrous Manual* Tome
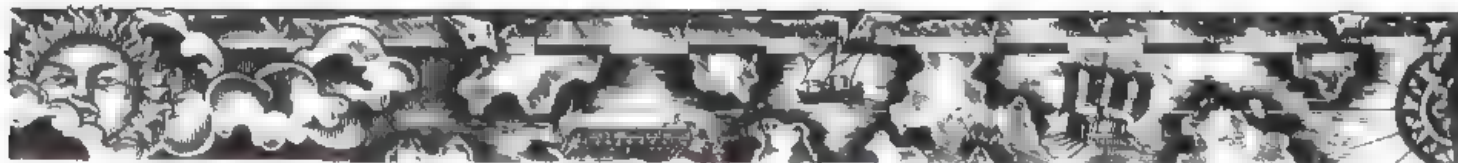
Crustaceans

These creatures are perhaps the most important of all aquatic animals—they are certainly the most numerous. Crustaceans possess segmented bodies and appendages covered with a chitinous exoskeleton. Shrimp (including the tiny krill), lobsters, crabs, and crayfish all fall within this category. Giant versions of these creatures—though rare—do exist

Arachnids

Very few marine arachnids exist, and those that do are generally freshwater creatures. The giant water spider is the deadliest example of this type of creature. Characters adventuring in freshwater should take care not to travel near the water spider's cleverly concealed burrows.

Although not technically a water-dweller, the giant marine spider makes its home near bodies of saltwater. These creatures sometimes attack underwater adventurers and carry them back to their burrows

Mollusks

This category contains an extremely diverse group of marine creatures. Most mollusks have soft bodies protected by hard shells. However, some of these creatures exist without the benefit of a hardened shell Clams, mussels, oysters, snails, and sea cucumbers represent simple mollusks. Giant versions of these creatures exist, although they are quite rare.

The more advanced mollusks include squid, nautiluses, cuttlefish, and octopuses. Giant and monstrous versions of these creatures exist mostly at great depths—usually on the deep-sea floor or in deep-ocean trenches. Such beasts include the giant octopus and the kraken.

Octopus, normal: AC 7; MV 3, Sw 8; HD 4; THAC0 17; #AT 7; Dmg 1-4 (x6)/1d6; SZ M (5-6 feet across); ML Avg (10); Int animal (1); AL N; XP 175

Fish

These marine creatures fill the depths of oceans, lakes, and rivers. Species of fish include eels, lamprey, gar, carp, catfish, and many others—though the chondrichthytes (skates, rays, ixitxachitl, and sharks) represent the most fearsome predators.

Reptiles

Most reptiles are quite at home in water. These creatures often have dangerous temperaments as well as thick, heavy skins which protect them from other predators. Alligators, turtles, snakes, and crocodiles are examples of dangerous reptiles. Giant versions of these creatures also exist. Some sages even believe that these reptiles are somehow related to dragons, and often include the fearsome beasts in reptilian categories.

Mammals

Despite their seeming incompatibility with water, many mammals dwell beneath the waves. Mammals are noted for their warm-blooded metabolisms and their ability to birth live young. Sea-lions, seals, walruses, dolphins, and whales represent the most numerous aquatic mammals. A few scholars have speculated that some of the intelligent aquatic races, such as sea elves, tritons, and mermen, were once surface dwelling mammals who have adapted to aquatic life.

Underwater Encounters

Because of the incredible diversity of aquatic life, it is likely that underwater adventurers will eventually stumble into a marine encounter. The encounter tables detailed below allow the DM to tailor random encounters to the specific area in which the heroes adventure. These tables can easily be modified to fit individual campaign worlds. After all, a world where merrow are common would have a greater frequency of merrow encounters
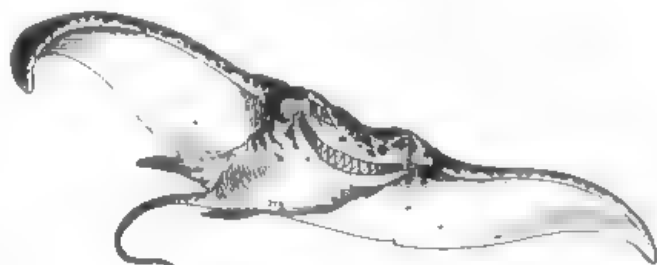
Dungeon Mastery Tip: Encounters

Although random encounters only occur a set number of times per day (most tables require a check about three times in a single day), the undersea world brims with life. The Dungeon Master should paint a vivid backdrop for the players. Little details go a long way towards setting a mood and conveying the feel of underwater life.

When running an adventure that occurs in shallower depths (600 feet or less), the density of undersea life should keep players on their toes: undersea plant life undulates to rhythmic currents, many bottom feeders crawl, burrow, and slither across ocean floors, and schools of fish dart about the depths, chased by the occasional predator.

At greater depths, the undersea world is a dark, mysterious realm—a place of danger and terror. Many of the sea giants (such as giant squid, clams, whales, and so on) make their homes in these depths. The players should begin to feel unsettled as they travel within this brooding, hostile, environment.

DMs should also note that not every encounter must end in combat. In fact, the poor visibility and alien nature of the undersea world makes a shadowy, insubstantial figure lurking at the edge of a character's vision that much more frightening. And even the mere presence of a shark or other predator within the same area is enough to unsettle players.

Encounter Distance

In open water, visual range governs encounter distance. Encounters usually take place at about Type range (see Tables 39-41). Characters can detect movement at a greater range, but parties who become alarmed at every little movement are going to spend all their time jumping at shadows and precious little time adventuring.

If the local environment offers some cover, use Table 58 from the *Dungeon Master® Guide* to determine encounter range unless the prevailing visibility dictates a shorter distance.

Continental Shelf

Check for random encounters three times a day. Encounters occur on a roll of 1 or 2 on 1d6. (The saltwater encounter tables from the *Monstrous Compendium® Annual, Volume Two* are quite suitable for continental shelf encounters. DMs seeking a greater variety might wish to use those if the die roll result was a 1 and the table provided below if the roll was a 2.)

Table 49:
Continental Shelf Encounters (d12, d8)

2	Ray, ixitxachitl/Lamprey, giant
3	Kelpie
4	Aquatic Jelly
5	Urchin, red
6	Shark (5-6 HD)
7	Sea Lion
8	Dolphin/Narwhal
9	Whale, killer
10	Fish school or special
11	Aquatic race (roll on Table 57)
12	Whale, common
13	Man o' War/Jellyfish
14	Urchin, black
15	Shark (3-4 HD)
16	Hippocampus/Kapoacinth
17	Seahorse, giant
18	Shipwreck or special
19	Eel, marine
20	Urchin, yellow

Continental Slope and Rise

Roll 1d6 three times each day. Random encounters occur on a roll of 1 on 1d6.

Table 50: Continental Slope and Rise
Encounters (d12, d8)

2	Ray, ixitxachitl/Lamprey, giant
3	Dragon Turtle
4	Whale, giant
5	Aquatic Jelly
6	Squid, giant
7	Jellyfish
8	Dolphin/Narwhal
9	Fish School or special
10	Whale, common
11	Aquatic race (roll on Table 57)
12	Whale, killer
13	Seaweed or special
14	Shark (3-5 HD)
15	Shark (5-6 HD)
16	Shark (7-8 HD)
17	Hazard (see page 125)
18	Shipwreck or special
19	Shark, giant
20	Morkoth

Abyssal Hills and Plains

Check for random encounters twice a day. An encounter occurs on a roll of 1 on 1d6.

Table 51: Abyssal Hills and Plains Encounters (d12, d8)

2	Eye of the Deep
3	Dragon Turtle
4	Snake, giant sea
5	Shark, giant/Whale, giant
6	Shark (7-8 HD)
7	Shark (5-6 HD)
8	Whale, killer
9	Octopus
10	Eel, marine
11	Aquatic race (roll on Table 57)
12	Hippocampus/Kapoacinth
13	Fish school or special
14	Eel, giant
15	Eel, electric/Lacedon
16	Dragonfish
17	Hazard (see page 125)
18	Giant
19	Squid, giant
20	Morkoth

Oceanic Trench

Because these areas are home to rather large and dangerous creatures, the trench encounter table contains only a few possible encounters. DMs should use this table cautiously, as one random encounter could decimate an entire party.

Characters adventuring in an underwater trench have a 15% chance per day of a random encounter. DMs should roll a 1d8 and consult the following list to determine the nature of the encounter:

Table 52: Oceanic Trench Encounters (d8)

1	Kraken
2	Dragon Turtle
3	Snake, giant sea
4	Squid, giant
5	Octopus
6	Eye of the Deep
7	Worm, mottled
8	Morkoth

Seamounts and Guyouts

Roll twice a day for random encounters. Encounters occur on a roll of 1 on 1d6.

Table 53: Seamount and Guyout Encounters (d12, d8)

2	Jelly, aquatic
3	Shark, giant
4	Whale, giant
5	Ray, manta/Octopus
6	Shark (7-8 HD)
7	Ray, sting
8	Dolphin/Narwhal
9	Eel, weed
10	Fish school or special
11	Aquatic race (roll on Table 57)
12	Whale, common
13	Jellyfish
14	Eel, electric/Lacedon
15	Seahorse, giant
16	Eye of the Deep
17	Hazard (see page 125)
18	Hippocampus
19	Dragonfish
20	Octopus, giant

Oceanic Ridge

Check for random encounters three times a day. Encounters occur on a roll of 1 on 1d6.

Table 54: Oceanic Ridge Encounters (d12, d8)

2	Shark, giant
3	Octopus, giant
4	Snake, giant sea
5	Dragonfish
6	Octopus
7	Whale, common
8	Shark (5-6 HD)
9	Kelp forest or special
10	Eel, weed
11	Dolphin/Narwhal
12	Fish school
13	Aquatic race (roll on Table 57)
14	Jellyfish
15	Eel, marine
16	Whale, killer
17	Hazard (see page 125)
18	Shark (7-8 HD)
19	Giant
20	Ray, ixitxachitl/Lamprey, giant

Coral Reef

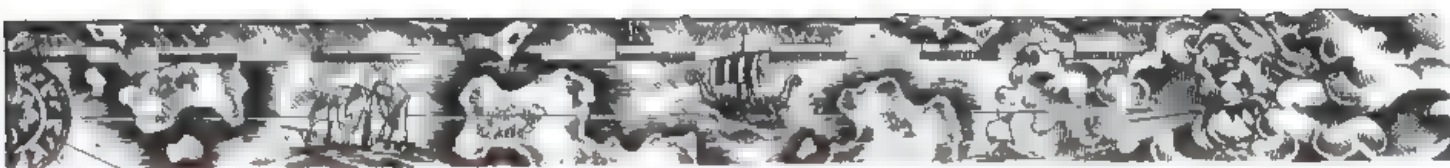Check for random encounters three times a day. Encounters occur on a roll of 1 on 1d6.

Table 55: Coral Reef Encounters (d12, d8)

2	Shark, giant
3	Ray, ixitxachitl
4	Giant
5	Shark (7-8 HD)
6	Urchin, red
7	Sunken ship or special
8	Shark (5-6 HD)
9	Fish school
10	Eel, weed
11	Shark (3-4 HD)
12	Aquatic race (roll on Table 57)
13	Urchin, green
14	Ray, sting
15	Crab, giant
16	Lobster, giant (crayfish)
17	Hazard (see page 125)
18	Eel, marine
19	Worm, mottled
20	Urchin, silver/Urchin, yellow

Rivers and Lakes

Roll for random encounters twice a day. Encounters occur on a roll of 1 on 1d6. (The DM may wish to use the freshwater encounter tables from *Monstrous Compendium® Annual, Volume Two* instead of the one given here.)

Table 56: River and Lake Encounters

2	Dragon Turtle
3	Nymph
4	Otter
5	Catfish/Leech, giant
6	Kapoacinth/Lamprey
7	Lizard man
8	Koalinth
9	Beetle, giant water
10	Spider, giant water
11	Fish school or special
12	Pike, giant
13	Crayfish, giant
14	Pirhana/Quipper
15	Nixie
16	Gar, giant
17	Hazard (see page 125)
18	Lacedon
19	Naga, water/Eel, giant
20	Vodyanoi

Table 57: Aquatic Races (1d8)

1	Merrow
2	Elf, sea/Selkie
3	Locathah/Scrag
4	Merman/Seawolf, lesser
5	Sahuagin/Seawolf, greater
6	Sirine
7	Triton
8	Tako/Marid

Encounter Descriptions

Several encounter types need further description, as noted below. In cases where an encounter lists two creatures separated by a slash, the actual creature encountered will depend on the climate or a die roll; also see notes below:

Catfish/Leech, giant: There is an equal chance to encounter each type of creature

Dolphin/Narwhal: Dolphins often follow submerged adventurers about, playing with them and possibly assisting if the party gets into trouble.

Dolphins shun very cold (arctic or subarctic) waters. In these areas roll 1d6. On a roll of 1-4, no encounter occurs. On a roll of 4-6, a narwhal appears instead of dolphins.

Eel, electric/Lacedon: Electric eels remain active around the clock, but lacedons are mostly nocturnal. During daylight hours, roll 1d6, on a roll of 1-5 the encounter is with an electric eel. On a roll of 6 a lacedon appears instead. At night, there is an equal chance to encounter either type of creature.

Elf, sea/Selkie: Sea elves are found only in temperate, subtropical, and tropical waters. Selkies are found only in colder waters.

Giant: The encounter might be with a storm giant, reef giant, or titan at the DM's option. Reef giants dwell only in warm waters. Storm giants and titans generally live only in warm or temperate waters, but might visit cooler seas to hunt or gather treasure.

Hippocampus/Kapoacinth: There is an equal chance for either type of creature to appear.
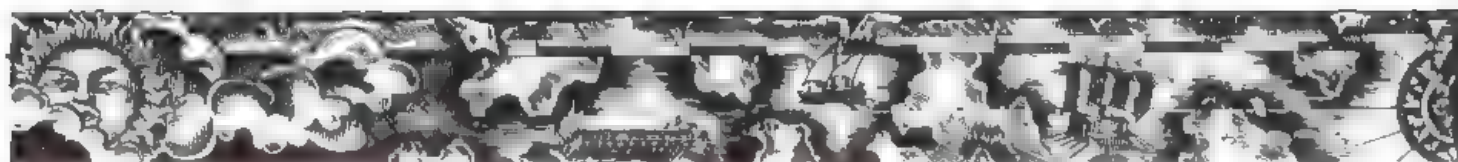
Kapoacinth/Lamprey: Lampreys are saltwater creatures that occasionally migrate to fresh waters via deep, slow rivers or canals. Lampreys do not appear in landlocked lakes. Otherwise, there is an equal chance to encounter either creature

Locathah/Scrag: In tropical or subtropical waters, roll 1d6; on a roll of 1-3 the encounter is with locathah, on a roll of 4-6 scrags appear instead. Locathah are not found in cooler waters.

Merman/Seawolf, lesser: In temperate waters, roll 1d6, on a roll of 1-3 the encounter is with mermen, on a roll of 4-6 lesser seawolves appear instead. Mermen are not found in cold waters and seawolves are not found in warm waters.

Man o' War/Jellyfish: A man o' war poses a danger only to creatures swimming within 30 feet of the surface. At the surface, there is an equal chance for encountering either creature; farther down only jellyfish will appear.

Naga, water/Eel, giant: Naga dwell only in tropical or subtropical waters. Giant eels can be found in temperate and subarctic waters. In arctic waters, no encounter occurs.

Pirhana/Quipper: Pirhana dwell only in tropical or subtropical waters; quippers dwell in temperate waters. In subarctic or arctic waters, no encounter occurs

Ray, ixitxachitl/Lamprey, giant: Ixitxachitl are found only in warm waters and usually only at fairly shallow depths (though they might dwell near thermal vents). If the water is too cold or deep for ixitxachitl, a giant lamprey appears instead.

Sahuagin/Seawolf, greater: In temperate waters, roll 1d6; on a roll of 1-3 the encounter is with sahuagin, on a roll of 4-6 greater seawolves appear instead. Sahuagin are not found in cold waters and seawolves are not found in warm waters.

Shark, giant/Whale, giant: These creatures plumb the depths looking for prey Giant whales ignore adventurers unless disturbed, but giant sharks tend to attack. There is an equal chance to encounter either type of creature.

Tako/Marid: In tropical or subtropical waters, there is an equal chance to encounter either type of creature Tako are not found in cooler waters. Marids generally do not dwell in very cold waters, but may visit them to hunt or seek treasure

Urchin, silver/Urchin, yellow: There is an equal chance to encounter either type of creature.

Special Encounters

Dungeon Masters can use special encounters to add mystery and flavor to underwater adventures. In addition, these special encounters provide an alternative to combat-oriented random encounters. DMs should feel free to use any of these encounters as "mood setters" during the course of an adventure.

Fish School: Fish schools are large groupings of particular fish species—much like herds—that swim about in the ocean. These schools mill about and obstruct vision. Characters caught within a school of fish cannot see more than 5 feet regardless of water clarity. In addition, schools containing small-sized and larger fish inflict 1-2 points of buffeting damage per round to those creatures caught within their area. Schools usually mill about in a general area for 1d6 rounds

Giant Clam/Pearl Beds: Occasionally, giant clams will congregate around a certain area, such as a hydrothermal vent. There is a 10% chance that an individual clam contains a pearl worth 1,000-10,000 (10d10×1,000) gp. Giant clams snap shut in response to the slightest disturbance

Clam, giant: AC 0; MV 0; HD 10; THAC0 11; #AT 1; Dmg 1d12; SA Entrapment; SZ M (6' diameter); ML fearless (20); Int Non (0); AL N; XP 1,400
Notes: SA—A successful attack roll causes 1d12 points of damage and traps part of the damaged creature inside the clam. Wrenching a trapped character free of a clam requires either slaying the clam or making a successful bend bars attempt.

Kelp Forest/Seaweed: This is an area of the ocean bottom heavily covered with thick green seaweed or kelp in floating masses or beds. In many cases, this underwater vegetation spans a great distance—thus deserving the title "forest." Movement within seaweed-covered areas occurs at half the normal underwater

swimming or walking rate (rounded down) unless assisted by magical means (such as a *free action* spell). In addition, seaweed or other thick underwater vegetation severely restricts visibility. The Dungeon Master should consider the water clarity within these areas as *murky* for purposes of underwater vision.

Sunken Ship: Occasionally, ships do not survive the harsh elements of the sea. These sunken ships now rest on the bottom of the ocean. If a party explores the wreckage, the ship is occupied on a roll of 1 or 2 on 1d6. The DM should assign a resident or roll on the encounter table for the surrounding underwater geography.

Sunken ships make great side-treks or even separate adventures. DMs should not overuse this special encounter, as their players may lose interest in exploring "yet another" sunken vessel.

Underwater Hazards

The following table lists a number of possible underwater hazards. Used correctly, these hazards can enhance a player's experience of the dangers inherent in undersea exploration. If the underwater encounter tables given above indicate the presence of a hazard, the Dungeon Master should simply choose the one most appropriate to the characters' current location and the storyline's demands (although hazards can be determined by a die roll). For example, heroes adventuring in an arctic area will certainly never encounter poisonous coral, unless the coral is magical and the encounter adds to the overall narrative of the adventure.

Table 58: Underwater Hazards

1	Sea Tremor
2	Shark Feeding Frenzy
3	Predatory Fish Attack
4	Poisonous Coral
5	Whirlpool
6	Swirling Current
7	Elemental Vortex
8	Sandslide
9	Hydrothermal Vent
10	Jellyfish School

Elemental Vortex: This hazard resembles a small but powerful whirlpool and only appears at the bottom of a deep ocean trench. Such magical phenomena are extremely dangerous, as any creature moving within 15

feet of a vortex must make a successful saving throw vs. breath weapon at a −4 penalty or be pulled into the Plane of Elemental Water. Characters entering the plane without water breathing magic will quickly die.

Vortices are extremely rare and deadly; Dungeon Masters should use them with care in their campaigns. However, DMs interested in the PLANESCAPE® setting can easily use an elemental vortex as a springboard to the planes.

There is a 5% chance per hour that a creature from the Elemental Plane of Water will appear through the vortex. If such a creature is indicated, roll 1d8 and consult the following table to determine its type:

Table 59: Elemental Vortex Encounters (1d6)

1	Elemental Vermin, Spitter (MONSTROUS COMPENDIUM® Annual, Volume I)
2	Nereid
3	Mephit, Ice
4	Mephit, Water (PLANESCAPE® MONSTROUS COMPENDIUM® Annual I)
5	Water Elemental
6	Water Weird

Hydrothermal Vent: Characters swimming or walking directly above a hydrothermal vent suffer 1d6 points of damage from the heat and pressure. In addition, the force of the superheated water pushes the character up 6d10 (60 to 100) feet. A typical vent produces a hazardous area (capable of inflicting heat damage) 5 feet in diameter and 20 feet high. Certain intelligent creatures use these vents to add speed and distance to an attack. Any creature utilizing this strategy receives a +1 bonus to its attack and damage rolls. The underwater "updraft" from a typical vent is 30 feet in diameter and 100 feet high.

Jellyfish School: A jellyfish school is a wide swath of floating jellyfish nearly 60 feet long and 15 feet deep. Characters unfamiliar with marine life will not recognize the dangers such creatures represent; they will see only a large group of floating "clouds" with filmy tendrils. Occasionally, fish dart in and out of the floating mass of creatures. (Of course, these are fish that are immune to the stinging nematocysts of the jellyfish.)

Any character near the area of the jellyfish school must make a saving throw vs. paralyzation to avoid being struck by the long, stinging tentacles of these
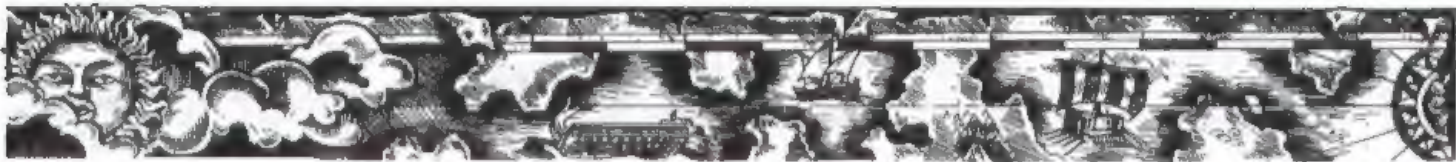
creatures. Failure indicates that a character receives 4d6 stings, each inflicting one point of damage. Characters blundering into the school itself receive 10d10 stings from the jellyfish. Such unfortunate characters also must attempt saving throws vs. poison with a –4 penalty. Failure indicates that the character in question succumbs to shock from the amount of poison entering his body. Shocked characters stop breathing and fall unconscious. Unconscious characters immediately begin to sink or rise according to their encumbrance ratings (see page 76). Furthermore, characters who stop breathing can only survive for a limited amount of time (see Holding Your Breath in Chapter 14 of the *Player's Handbook*). A *neutralize poison* restores breathing and consciousness to a shocked character, but does not heal any damage caused by the stinging nematocysts.

Predatory Fish Attack: This hazard is more appropriate to lake and river adventuring. However, DMs can easily adapt it for use in an ocean environment. In any event, the characters encounter a school of (hungry) predatory fish which attempt to feed on them. The two most common sorts of predatory schools are barracuda (2d6) or piranha (5d10). These deadly fish randomly attack player characters until either they, or their prey, are killed. There is no chance that they will attack each other.

Poisonous Coral: The stunning, multi-colored beauty of the plants and animals within a coral reef often belies a dangerous nature. Some types of corals produce powerful defensive chemicals. Any character touching this type of coral suffers 1d2 points of damage and must make a successful saving throw vs. poison. Failure indicates that the victim suffers an additional 1d4 points of damage. Normal clothing offers no protection against contact, but armor does.

Sea creatures native to an area containing poisonous coral often prove immune to its effects, and unwary adventurers may suffer an unpleasant surprise when attacking or pursuing such creatures.

Sandslide: Sandslides occur when large amounts of sea sediment shift. The results of such a shift are roughly equivalent to an avalanche or landslide on the surface. Sandslides are particularly dangerous to creatures traversing ocean canyons and ridges. Characters caught within 20 yards of a sandslide need to make successful saving throws vs. paralyzation to avoid being buried underneath 10+5d6 feet of sand, mud, and other sediment. Furthermore, those struck by such underwater debris travel 5d10 feet away from the initial area in the

direction of the falling sand. If the sandslide occurs on a steep slope or cliff face, the falling sediment pushes characters off of the area, causing them to sink at a rate of 80 feet a round until they reach the bottom. Proficient swimmers who spend more than one round sinking in this manner can attempt a single Strength check at a –6 penalty to escape the falling debris. Characters failing the check sink to the bottom and become buried.

Buried characters (even those who can breathe water) must hold their breaths until rescued (see Chapter 14 of the *Player's Handbook*).

Although the effects of water saturation on mud and other sediment make it impossible for other characters to free trapped creatures without the help of magic (such as *dig* spells), anyone buried in a sandslide can attempt a Strength check with a –6 penalty. Success indicates that the character in question begins to pull himself free of the sand at a per round rate of 5 feet plus two feet for each point of hit probability adjustment due to Strength. For example, a character with a Strength score of 17 (+1 hit probability adjustment) would move 7 feet (5 base +2 for Strength adjustment) every round. DMs should note that such movement counts as strenuous activity and limits the amount of time a character can hold his breath. If the initial Strength check fails, the character cannot free himself.

Sandslides worsen the water clarity of the surrounding area. Consider all water within a quarter mile from the sandslide as *murky* (see Table 41). After 1d6 hours, the water clarity within the affected area returns to normal.

Sea Tremor: Sea tremors are minor underwater quakes that occur as a result of plate tectonics or underwater volcanic activity. These tremors last anywhere from 2 to 5 minutes (1d4+1 rounds). Though not particularly deadly, sea tremors cause quite a stir. Thus, the chance for a random underwater encounter doubles for one full day after a sea tremor.

Sea tremors might trigger sandslides (see above) or cause underwater caves to collapse.

Shark Feeding Frenzy: Occasionally, the smell and taste of blood in the water whips sharks into a feeding frenzy, causing them to attack mindlessly any prey that presents itself—including each other. Usually, 3d4 sharks of various Hit Dice (between 3 and 8) participate in a frenzy. These creatures randomly attack any PC they sense. Assign each PC a number and roll dice appropriate to the number of characters. For example, the DM would roll 1d8 if the party contained 8

characters. The number rolled indicates which PC receives an attack from a shark. There is a 20% chance, however, that one or more frenzied sharks attack each other (determine the number randomly as noted above). DMs should check this percentage before randomly determining which PCs receive attacks. Frenzied sharks receive a +3 attack bonus and continue attacking until they, or their prey, are killed.

Swirling Current: Swirling currents reduce overall underwater movement rates by one third. Thus, a surface dweller whose total underwater movement rate is 6 would swim at an overall rate of 4 for the duration of the currents. Swirling currents last for 2d8 rounds before dispersing.

Whirlpool: These hazards frequently result from tidal forces in the ocean, and can appear quite suddenly. Tidal whirlpools usually last only a few hours, but appear in the same location twice a day. The tremendous pull exerted by these vortices causes Swirling Currents (see above) to appear within a half mile of the phenomenon. All characters within a quarter mile of a whirlpool must make successful saving throws vs. breath weapon to avoid being drawn into the vortex. Failure indicates that the creature in question moves toward the whirlpool at an underwater movement rate of 12. Pulled characters can make further saving throws vs. breath weapon each round to escape. Each round characters remain trapped in the pull, however, they suffer a cumulative –1 saving throw penalty (to a maximum penalty of –8). PCs who make successful saving throws can assist others in resisting the effect of the whirlpool. Characters receiving assistance gain a +1 bonus to their saving throw rolls for every character who helps them resist.

Once within the vortex of the whirlpool, characters swirl about for two rounds, suffering 2d6 points of damage each round. (During this time, they can continue to attempt escape as noted above.) After two rounds in the vortex, however, characters are dragged to the bottom and held there. Once so trapped, characters suffer 4d6 points of damage each round and cannot escape without assistance. Characters receiving assistance, as well as their helpers, must make saving throws vs. breath weapon with a –8 penalty to break free. A rescuer failing the saving throw becomes trapped too.

Ship Record Sheet

Ship Name: _____

Type: _____

Size: _____

Defense Class: _____

Ramming Factor: _____

Current Ramming Factor: _____

Seaworthiness Loss: _____

Maneuverability Dice: _____

Current Maneuverability Dice: _____

Hull Points: _____

Current Hull Points: _____

Crippling Points: _____

Current Crippling Points: _____

Seaworthiness: _____

Current Seaworthiness: _____

Base Movement: _____

Current Movement: _____

Pursuit Dice: _____

Current Pursuit Dice: _____

Captain (HD _____)

Officers (HD _____)

Sailors (HD _____) (AC _____) (THAC0 _____)

Maximum/Skeleton/Minimum _____/_____/_____

Rowers (HD _____) (AC _____) (THAC0 _____)

Maximum/Skeleton/Minimum _____/_____/_____

Archers (HD _____) (AC _____) (THAC0 _____)

Archery Range (Short/Medium/Long) _____/_____/_____

Maximum Archers _____

Artillerists (HD _____) (AC _____) (THAC0 _____)

Boarders (HD _____) (AC _____) (THAC0 _____)

Firefighters (HD _____) (AC _____) (THAC0 _____)

Unassigned (HD _____) (AC _____) (THAC0 _____)

Inactive (HD _____) (AC _____) (THAC0 _____)

Crew Quality: _____

Pursuit/Manuever Modifier: _____

Base Morale: _____

Current Morale: _____

Current Sailors: (HD _____) (AC _____) (THAC0 _____)

Current Rowers: (HD _____) (AC _____) (THAC0 _____)

Current Archers: (HD _____) (AC _____) (THAC0 _____)

Current Artillerists: (HD _____) (AC _____) (THAC0 _____)

Current Boarders: (HD _____) (AC _____) (THAC0 _____)

Current Firefighters: (HD _____) (AC _____) (THAC0 _____)

Current Unassigned: (HD _____) (AC _____) (THAC0 _____)

Current Inactive: (HD _____) (AC _____) (THAC0 _____)

Fires: _____

Critical Hits: _____

Artillery

Type: _____

Number: _____

Crew: _____

ROF: _____

THAC0: _____

Personnel Damage: _____

Ship Damage: _____

Range (min/S/M/L) ___/___/___/___

Type: _____

Number: _____

Crew: _____

ROF: _____

THAC0: _____

Personnel Damage: _____

Ship Damage: _____

Range (min/S/M/L) ___/___/___/___

Type: _____

Number: _____

Crew: _____

ROF: _____

THAC0: _____

Personnel Damage: _____

Ship Damage: _____

Range (min/S/M/L) ___/___/___/___

Advanced Dungeons & Dragons®

DUNGEON MASTER® Guide / Rules Supplement

Of Ships and the Sea

by Keith Francis Strohm
SCANNED BY: JACK D. KNIGHT

*Step lively, jackles! There's a beam wind and a race tide,
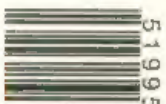and the duke's treasure cog flying to lee!*
— Bruis Blackheart, notorious pirate, in a fine good humor.

The open sea, primal and unknown, beckons. *Of Ships and the Sea* is packed with information on the ships of the ADVANCED DUNGEON & DRAGONS® game, rules for sailing them to exotic lands, and two systems for conducting naval combat. The action extends below the waves, too, as this book also reveals the secrets of underwater adventuring and exploration—rules for traveling, fighting, and casting spells underwater, new spells, new magical items, and a new character kit, the fathomer. Dive into a whole new dimension of gaming!